

TREE OF LIFE



ALTRANTS IN CLEMENT SECTOR

CLEMENT SECTOR™



Tree of Life: Altrants in Clement Sector

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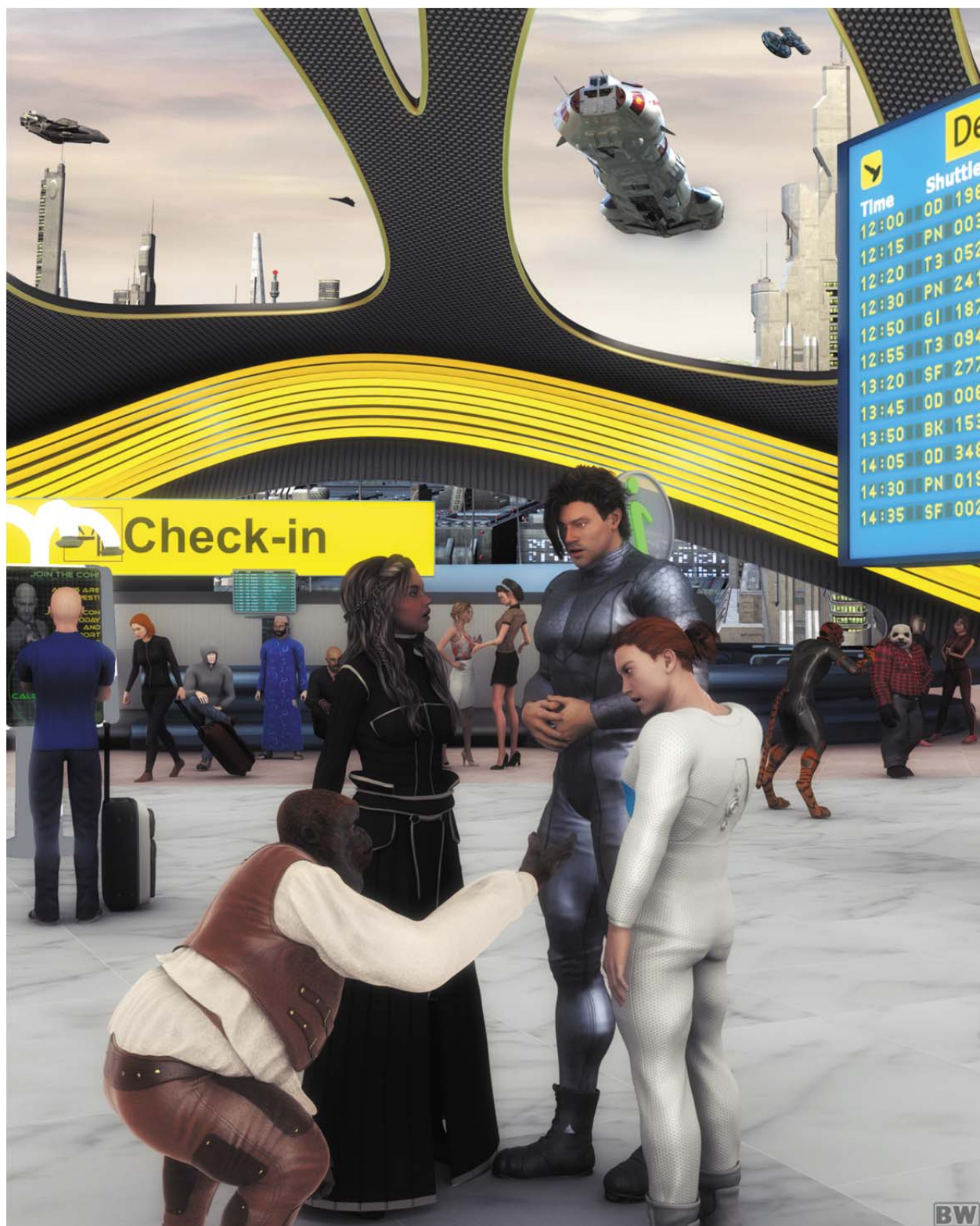
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"The truth of the matter is that every human born since Juliana Seidel made her contribution to humanity is an altrant. That means every human in Clement Sector and back home would be considered an altrant by any human who lived before Seidel. We are faster, stronger, better, and, yes, even more attractive than they ever were. We live far longer. We can change our bodies to match the view we have of our inner selves, we can repair our bodies when they go wrong, and we can alter our bodies to make possible our wildest dreams. Therefore, the widespread prejudice we see against those that most humans, even altered humans, refer to as "altrants" is misplaced at best and reprehensible at worst." – Doctor Carleen Adams, at a speech to the biomedical school of the University of Boone, January 7, 2337 (standard)

History of Altrants

Altrants are defined as groups of humans which, from birth, have been altered thanks to advanced genetic manipulation, to have abilities different than a baseline human. These changes were most often made to allow humans to be able to perform tasks or live in environments which would be difficult or impossible for baseline humans. The term "altrant" is used to describe those who were altered before birth rather than being a baseline human at birth and making changes later in life. On some worlds, the term "altrant" is a disparaging word and used as a pejorative. Those who were born human and make changes to themselves thereafter are referred to as "altered humans" though some see fault in making this distinction as noted in the opening quote.

Altrants were first created in the Earth system in the 2100s. Chinese scientists began to manipulate the genetics of unborn children to create people who were better suited to the low gravity conditions of Luna. These people were called "Improved Persons" or Gǎishàn rén (改善人). Following the success of these colonists on Luna and the continued use of Gǎishàn rén in other systems, other nations began to follow suit. Though many nations protested loudly in the United Nations that this was a violation of ethics, most of these nations' arguments were undermined by revelations of their own altrant programs. Within no time, altrants were being used by all nations alongside uplifts and baseline humans to explore Earth Sector.

Humans had established colonies in orbit, on Luna, in the atmosphere of Venus, and on the surface of Mars by the early 2070s. These explorations were done first with robotic drones followed by human explorers and then human settlers. While humans had already begun to change due to prolonged exposure to things like low gravity and animals had begun to be uplifted in the early 2100s, many resisted the idea of altering humans.

While the ability to create altrants was hailed as a technological achievement, many felt that this was a violation of medical ethics, religious doctrine, philosophical tenets, and legal precedents. Many believed that altrants were being created for the same sorts of tasks that were already being performed by uplifts and robots and that those tasks were almost always those thought to be too dangerous for a human. Many pointed out that, all too often, uplifts had been used as test subjects or slaves. While some had been able to successfully defend such practices, few stood up to extoll the virtues of doing such things to a human even if that human was created in a laboratory.

Some opponents argued that altering a human being, even for improvements, was changing what it meant to be human. However, this argument was often dismantled by those in favor of creating altrants by pointing out how successful Seidel's anti-aging treatments had been.

"And so there I was sharing a stage with a philosophy professor who had looked, felt,

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and performed like a man in his early 20s since the 70s. And that man was trying to sell the rest of the lecture hall on the idea that altering genetics was taking away the “dignity of mankind”. The very fact that this 90-something year old man stood before us looking as young as the university students around him destroyed his argument faster than anything I could have said.” – Laurie Frandsen, Biology professor at Stanford University following an ethics debate with philosophy professor Stanley Durden, October 23, 2150

However, as was often pointed out by critics of altrant creation, creating a group or race of altrants was entirely different than simply improving the way of life of existing humans. Many criticized the move as simply a way to create slave labor as had already been done with uplifts in some nations. Supporters of creating the altrants would often reply that creating a group of people more suited to an offworld colony was simply “assisted adaptation” and a way of improving the lives of potential colonists both human and altrant.

Uplifts had already provided a useful source of labor but often not intelligent enough for complex tasks. On the other hand, artificial intelligence had proven faulty or even deadly such as the destruction of Bangkok in 2086 by a rogue Japanese AI system. Altering humans to survive in new environments and to do these complex tasks efficiently seemed to be the best option for the future. With the creation of the Zimm Drive in 2160 and the ability to colonize extrasolar colonies now wide open, the nations of Earth often felt the need to use altered humans in some of the hostile worlds of Earth Sector and beyond.

In 2167, China introduced the Gaishan for use in their colonies. Gaishan were used extensively, first by the Chinese and later other nations, in exploration and colonization across the solar system. As the countries began to expand their colonies, the use of genetically enhanced people became more and more common. India would be the first to respond with the creation of the Baaz,

an altrant created to better handle the rigors of freefall.

The war between China and India between 2197 and 2199 led to the creation of humans that were altered to be more efficient soldiers. These altrant soldiers were employed by both sides of the war and many other nations began to be inspired by the use of altrants and uplifts in addition to robots and baseline human troops. The US version of the combat altrant was referred to as “Achilles” and the name has since been applied to any ground combat altrant.

In many nations and colonies in Earth Sector, altrants were often treated as “less than human” while in other nations altrants were treated as slaves. In even the best conditions, most altrants in Earth Sector were treated as second-class citizens and did not enjoy the same protections under the law as baseline humans. Altrants in Earth Sector were rarely free to do as they pleased and were often owned by a government, private individual, or corporation.

Some of these altrants were able to reproduce and create children with the same genetic make-up as their parents and thus expanded their numbers, often beyond what their creators might have desired. Altrants who lived in nations or colonies where they were not treated as property would often create their own communities. These groups, often referred to as “castes” or even “races”, would often establish separate living spaces away from humans. However, as the independent settlements in Clement Sector began to increase, many altrants were able to find homes on these worlds where the human population had a much more accepting view.

“They are nothing more than biological machines. They are born in a lab with only science to birth them without the love of a mother. Anything born without a mother is incapable of feeling love, giving love, or being human. They have no soul.” – Bishop Joseph Thomas, Chicago, Illinois, August 6, 2201

In most nations of Earth, it was illegal for an altrant to reproduce with a baseline

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human or an altrant of a different type. That restriction is often continued on the colonies of those nations in Clement Sector. However, as with all things in Clement Sector, the various cultures have as many opinions on this topic as there are worlds. In general, it is safe to assume that if the world was once a national colony, those restrictions will often remain in place. In other locations such as Chance (Cascadia 0405) and Bastiat (Franklin 0807) where personal freedom is built into the governmental structure, it is legal for humans and altrants to breed.

Thus by the 2250s, altrants were spread across Earth Sector and into Clement Sector. Altrants in Earth Sector and on several of the nation-backed colonies were slaves while on many of the independent colonies in Clement Sector altrants were living free lives. In some case, altrants were living as equals with humans and uplifts.

"It's all a very lovely thought isn't it? The idea that these created peoples might be able to understand the sort of culture and philosophy that humanity has had over thousands of years. It is, however, only folly. One of these so-called altrants will never be able to be an Aristotle, a Confucius, an Edgar Allan Poe, or even a popular novelist of today like Elizabeth Cartwright. They are incapable of that level of understanding." – Anne Brady-Meyers, commentary for the Boston Nightly Journal, April 7, 2241

The disparity in conditions for altrants on independent colony worlds and national colony worlds was not lost on the altrant population. In 2263, a group of Achilles which were being used as bodyguards by the governor of the sparsely populated colony of Tanner (Earth 0609) decided to take the governor and his family hostage. They demanded freedom for the altrant population on Tanner and increased autonomy for altrants living on US colonies. Within hours, the altrant population on Tanner which made up just over 10% of the population of the world joined the Achilles in rebellion against the humans and uplifts which made up the ruling class of the world. Their leader,

Nakula, maintained that the altrants on Tanner would rather die than go back to slavery.

The Tanner Rebellion lasted for a month and two days before the government of the United States responded in force. Weeks of negotiations failed with the teenage son of the governor being killed by Nakula and then dragged through the central compound. Using a strike force made up of humans and uplifted bears, the United States Colonial Marines left the colony of Golddust (Earth 0509) and arrived on Tanner three days later. The fighting was brutal. In the end, all of the altrants and much of the human population had been killed in the battle including the governor and his family.

Nakula's body was never positively identified and there are rumors and legends surrounding his whereabouts that last until this day. Altrants of all types often hold Nakula up as a great hero and tales of his warrior prowess and bravery often fill the air in some altrant gatherings. Nakula is said to have been responsible for everything from raids on ships, ships that go into ZimmSPACE and never return, and even the Conduit Collapse. The most enduring legend is that Nakula and some of his core supporters were able to escape to Clement Sector and found a paradise world where altrants can live without interference from humans.

The Tanner Rebellion had far-reaching effects throughout Earth and Clement Sector. Most nations, particularly the United States, increased their security around government officials and office buildings. Attempts at altrant rebellions on other worlds were unsuccessful despite the efforts of altrant independence groups such as The Freedom Flyers and Brothers in Genetics as well as altrant supremacist groups such as The Council of Altrant Supremacists and The Evolution Society.

In 2285, France, The Philippines, the Southern Alliance, Texas, Kenya, and Brazil came together to outlaw altrant slavery in their nations and in the colonies they founded in Earth Sector and in Clement Sector. Australia, Japan, and Canada did the same in 2287. The other nations steadfastly refused

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to do so with the American president Lewis Ellison going so far as to say that the other nations were simply bowing to the “interests of terrorists”.

In 2301, a Siren named Eleni created a holovid in which she called for the altrant population to leave Earth Sector and go to Clement Sector to create a home for their people. In the impassioned speech, she called for altrants of all types to band together for the future of “altrantkind” and to “leave the humans behind”. Specifically, she called for all altrants to follow her lead and found a new settlement in Clement Sector that was “far from the reach of humans, even the kind ones”. Most chillingly for some humans in Clement Sector is that Eleni called for the “destruction of the Conduit” after “most of the altrants have arrived in our promised land.”

While the holovid has been copied and distributed throughout Earth Sector and Clement Sector over the past forty years, it is not known what happened to Eleni. While it was rumored for years that Eleni was a holographic creation and not a real altrant, historical evidence shows that she was not fictional. However, her current whereabouts are unknown. While some have used her speech to blame altrants for the Conduit Collapse, there is little evidence to support this claim. Rumors abound in the altrant community that Eleni has set up a colony called “Sanctuary” located beyond human colonization in the Tranquility Sector.

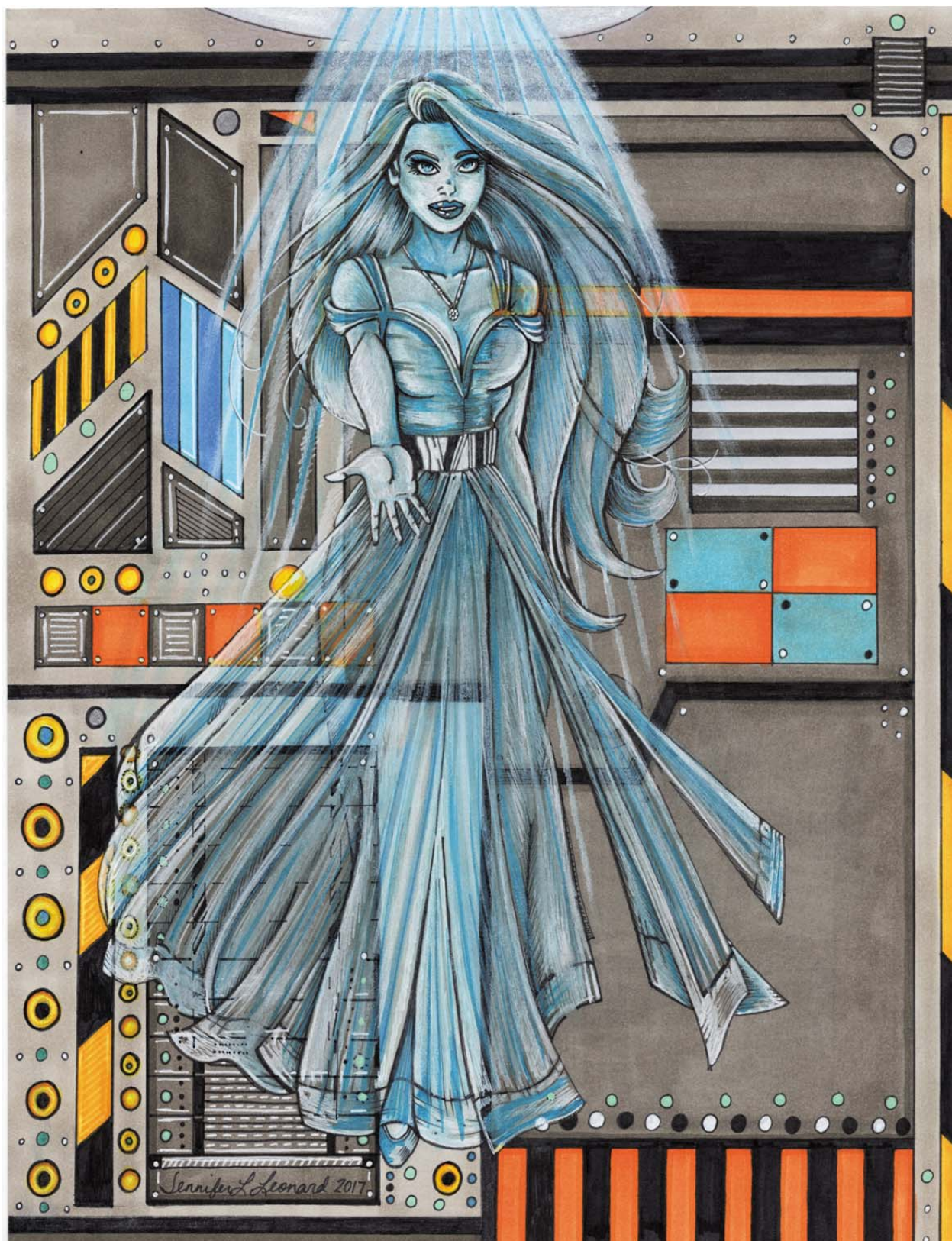
In the present of 2342, it is unknown how human-altrant relations have progressed in Earth Sector since the Collapse. However, in Clement Sector, they have largely remained the same as they have since the earlier days of settlement. Some governments and corporations still use altrants as slaves, some governments treat altrants as less than their human citizens, and other worlds hold freedom and liberty for altrants.

As with all things in Clement Sector, attitudes, laws, and cultural mores vary from world to world. There are worlds where altrants are property and an altrant simply trying to visit another location on that planet might be executed. On other worlds, altrants might be segregated from human society. On some worlds, altrants are celebrated for the diversity they bring to their community.

On some worlds, however, the difference between altrants and humans sometimes blurs. As early as the late 20th century, it was possible for surgeons to alter the appearance of a person’s body. While these changes started as cosmetic changes, it soon became possible to use bioprinting to replace failing organs and body parts with healthy versions. Over time, it became possible for people to change their body as they saw fit. No longer was it necessary to suffer in a body that you felt did not match your mental image of yourself. You could become a new person.

Often this new person might not appear to be a human at all. By the mid-23rd century, it was possible to add body parts that humans had never had before such as tails, wings, or armored skin. On some worlds, particularly those like Chance or Selu, in mid-24th-century Clement Sector, it is sometimes difficult to separate a human which has altered him/herself and an altrant who was born genetically altered.

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Altrants in Hub Subsector

Hub Subsector, as the home of the wormhole that led back to Earth was the first area colonized by humans from Earth. Altrants were not among the first few groups to settle into Hub Subsector but soon followed.

As a Japanese colony, Totaro (Hub 0104) has outlawed altrant slavery since 2287. However, altrants have continued to be treated as second-class citizens and less than human. While they do enjoy more rights than uplifts, altrants are still discriminated against and, in some cases, feared. While almost all altrant types are allowed to live on Totaro, Achilles are banned.

While Kingston (Hub 0106) actively encourages humans to alter themselves cybernetically as commanded by the Caxtonist religion, the Caxtonist religion abhors the alteration of humans through genetics. Although baseline humans on Kingston, like all worlds in Clement Sector, are descended from humans who were altered to slow aging, most see no hypocrisy in this. Altrants are not welcome on Kingston and most Caxtonists will regard them as non-humans.

There is a small settlement of Khailt in Viteges City on Viteges (Hub 0207). While many of the baseline humans on Viteges have been reported to be intolerant of most altrants, the group of Khailt there seems to have been accepted into the population. Altrants of other types visiting Viteges are warned to be alert to possible bigotry.

The royal family of Sheba (Hub 0209) welcomes any and all altrants who wish to settle on their world provided that they agree to swear allegiance to the Sheba family. Sheban law holds no difference between altrants and humans so long as the subject is loyal to the Sheban crown.

Altrants are also considered to be equals to baseline humans on Reuschle (Hub 0305). There, as on Sheba, the main requirement for all altrants and humans is to fit into the existing social norms. On Reuschle, it is the need to be conversant and

Definitions

There are several terms which are used in Clement Sector and this book which may require some clarification for those unfamiliar with the setting.

Altered Human – An altered human is a human which was born as a baseline human and then had alterations added after birth.

Altrant – An altrant is a human which has been genetically engineered to have abilities and alterations present at birth. The term is most often used to describe an engineered person of a specific type rather than a human with some genetic alterations.

Baseline Human – A baseline human is a human born without alterations. This can be a controversial definition within Clement Sector as, technically, all humans born in Clement Sector have had genetic alterations made either before their own birth or to the genetics of their forebears. Most residents of Clement Sector use the term for those who have not been altered to be different than the average human.

Uplift – This is an animal which has been genetically or cybernetically altered to be more intelligent. For a more in-depth discussion of uplifts, see *Wondrous Menagerie: Uplifts in Clement Sector*.

knowledgeable about local government issues.

Hottinger (Hub 0401) welcomes all altrants to join the population of their world. The locals view altrants as fellow oppressed workers and are pleased to have them join their society to better improve it.

While it is often said that there is a bit of subtle racism directed at altrants by the residents of Wilhelmveldt (Hub 0403), there are no laws that specifically discriminate

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against altrants. However, there are few altrants living on the world.

Donar (Hub 0404) has no existing laws which discriminate against altrants. However, some have reported that dictator Cyrus Hopkins has ordered his government to regulate and prevent immigration of Achilles and Sirens. Other altrants have formed communities on Donar and have reported no problems with discrimination.

Hub (Hub 0405), is the oldest of the settlements in Clement Sector and is the capital of the Hub Federation. While Hub's parent nation, Germany, has not always had the best record on the treatment of altrants, Hub has a long history of equality for all types of altrants. Slavery is outlawed within the Hub Federation for humans, altrants, and uplifts. There are several communities of altrants of all types spread across the planet.

Like Hub, Wellington (Hub 0406) also has a long track record of supporting new and existing altrant communities on the planet. However, Achilles wishing to immigrate to Wellington must register with the government and consent to having a tracker placed on their body.

Sophronius (Hub 0408) is a war zone dangerous for anyone who goes there. Altrants were often kept as slaves or servants by the government, corporations, and private individuals living on the planet before the civil war began in 2331. As with humans and uplifts, the war has altrants working with all of the factions involved. Achilles are common with many of the anti-government factions as well as within government forces.

Among the very small population on Sigewif (Hub 0505) are 134 Gaishan. The Gaishan are accepted members of the local community and there have been no reports of bigotry against them. Gaishan visiting Sigewif should have no problem with the locals. However, other types of altrants may find some in the local population which are unaccustomed to seeing that type and view them as a bit of a novelty.

On Erlik (Hub 0509), altrants are kept as slaves by the small corporations there or by private individuals. Any altrant which is

not a slave or vouched for by a corporation or local slave holder will be refused a visa.

Ezio Diabate, the current ruler of Tulrakh (Hub 0603), has outlawed altrants living among the general population. This is due to the previous regime which used a small number of Achilles among the security forces and most of the locals associate Achilles with this hated former dictator. Altrants visiting Tulrakh are advised to remain onboard their ship.

Altrants are welcomed on Ararat (Hub 0608) though, at last check, there were none living on the planet. Visiting altrants have reported that they were welcomed and treated with the same respect as visiting baseline humans and uplifts.

The safety conscious culture of Nasnas (Hub 0609) regards Achilles and Sirens as unsafe and they are refused visas which would allow them to travel anywhere on the planet other than the starport. Other altrants are welcomed to the planet though only a few Gaishan and Sniffers live here.

Altrants are granted few rights on Maximon (Hub 0702). While slavery of altrants is illegal on Maximon, altrants are still discriminated against in both social settings and in law. Altrants are forbidden to vote, own property, own a firearm, or get married. Further, altrants are often segregated from baseline humans in many locations such as schools and restaurants. Altrants are often refused service by local businesses.

Kohlisch (Hub 0706) welcomes altrants to their world. Approximately 5% of the local population are Gaishan and 3% are Baaz. Altrants are treated equally to baseline humans under local law.

The Hotei government (Hub 0710) views altrants to be inferior to baseline humans. Takuma Okada, ruler of the world, has decreed that human interests are to be treated as having more weight in Hoteian law than the interests of altrants and uplifts. Altrants, however, are to be seen as more important than uplifts.

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Altrants in Cascadia Subsector

The Megaran (Cascadia 0103) government under the rule of Alfred Musonda has outlawed all altrants from living on the planet. Altrants will be allowed to visit the starports but will face bigotry from many of the local port employees. Megara will refuse visas to altrants wishing to visit and location outside the port areas.

Although the Nyahururu (Cascadia 0104) government does not have a visa system, local law enforcement will detain and deport any altrant seen on the planet in any location other than a starport. It is highly recommended that altrants do not attempt to visit locations on Nyahururu other than a port.

Fairfax (Cascadia 0105) has a far more welcoming attitude toward altrants. There are several large altrant communities on Fairfax including a sizeable Aquan community just off the coast from Compton and a Baaz community at Fairfax Orbital.

On Monroe (Cascadia 0107), altrants are considered to be equal with baseline humans. One might consider that to be unusual for a world with a long-standing reputation for xenophobia but there were several altrants who were part of the original colony and those altrants have always enjoyed equality with their fellow Monroviens. On the other hand, the distrust of outsiders

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which is common to the Monrovia culture still applies to altrant and humans alike.

The Catalans of Catalunya (Cascadia 0202) also view altrants as being equal to humans in most respects. Visiting Achilles may find that many of the locals are initially distrustful of them as the concept of a being created only for combat is somewhat distasteful to them.

Altrants are also welcomed by the populace of Roskilde (Cascadia 0205). Most locals view altrants as just another of the blessed lifeforms created through the will of The Spirit of the Universe. Currently, there is a sizable Sniffer population scattered across the planet and a large Khailt community in the city of Jensen.

The worlds of Hendershot and Gutierrez (Cascadia 0208) also have a long tradition of equal treatment of altrants stemming from much of the world's population coming from the Southern Alliance and Texas. There is a sizable Aquan community in Hendershot's Southern Ocean near the city of Merlin, a Pesok enclave in the city of Laughlin on Gutierrez, and several smaller communities scattered on both worlds.

The Slaren Brewing Company (SBC) of Slaren (Cascadia 0307) is known for fair treatment of its workers. Altrants are no exception to this. As with all visitors to Slaren, only SBC employees are allowed to leave the port areas.

The Calderon regime on Gagnon (Cascadia 0308) believes that altrants should be treated equally to humans. While some would say that Major Calderon simply mistreats everyone, others have stated that all Gagnon residents are better off than on many other worlds. Visitors will need to judge for themselves. Rumor has it that Calderon has several Achilles, Baaz Type 2s, and Sirens among his personal retinue. This has yet to be confirmed.

Chance (Cascadia 0405) is a world that prides itself on providing entertainment, relaxation, and wish fulfillment to anyone who comes there. The government of Chance does not discriminate against altrants and many make their homes here. Perhaps one

of the most famous residents on Chance is Marilyn, a Siren who runs an entertainment facility attached to The Omaha casino.

There are few altrants who live on Campbell (Cascadia 0408). While the local government is welcoming of altrants, few altrants have chosen to live here. Altrants who visit Campbell will find little bigotry here.

Kyiv's (Cascadia 0503) ruler, the self-styled Grand Duke, believes that altrants are an unnatural abomination and should not exist. He has ordered the local government to refuse entry to any altrant and those altrants which somehow avoid the visa process are often shot on sight. Altrants are advised to avoid visiting Kyiv.

On Dimme (Cascadia 0605), altrants are considered to be "improper". While there are no laws preventing altrants from visiting Dimme, it is highly recommended that altrants avoid the planet if possible. Altrants visiting here will face widespread racism and bigotry against altrants is common.

Local law on Joseon (Cascadia 0610) states that all altrants are to be considered the property of a citizen of the world or of the government. In addition, the government is currently attempting to lower the number of altrants and uplifts on the planet so all incoming altrants must apply and receive special permission from The Ministry of Trade and Customs. This includes any altrant who wishes to visit any location on Joseon other than the port facility.

The inhabitants of Antryl (Cascadia 0704) are obsessed with the idea of a healthy society. In order to keep the purity of this ideal, many altrants are refused entry to the world by The Specialists. However, some altrants are seen to be acceptable as they adhere to Antryl's exacting standards. Sniffers are always welcome. Achilles and Sirens which can show that they have left their initial purposes behind and "improved" will be allowed to stay after an initial proving period. All other altrants will only be allowed to visit the port facilities.

On Cascadia (Cascadia 0705) the concepts of equal rights and fair treatment were among the cornerstones of the founding of the settlement. In practice, this is not

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always the case and though most Cascadians will be able to recite the tenets of the world's founding documents, many do not always adhere to them. Currently, the Jurgens Party has recently pressed for the registration of all altrants so as to be able to track them and prevent "further attacks". This was instituted following an incident where an Achilles attacked a family outside a zoo in Clark. While some of the other parties have stated an interest in limiting further entry of Achilles in the future, the Jurgens Party has pressed for control of all altrants.

"Following the recent attack on an innocent family in the city of Clark yesterday, we in the Jurgens Party see no alternative but to call for the registration and tracking of all altrants on our world. While we understand that many altrants are law abiding citizens of Cascadia, some among them, particularly those of the Achilles type, are dangerous individuals and must be monitored. It is the only safe way forward." – Congresswoman Helen Larsen-Jones, representative of the 336th district which includes the downtown area of the city of Clark

Sniffers have been part of the population of Tlix (Cascadia 0706) since the earliest days of the planet. These altrants have been in the mines almost as long as humans and most of the planet's population regard them as friends and fellow coworkers. While other altrants may face a population which has seen few of their kind, there is little racism or bigotry to be found here.

Marlowe (Cascadia 0708) is the home system of the Egata Mining Corporation. Egata is currently attempting to clean up its image regarding altrants as the company has used altrant slave labor in the past. Sniffers, Oskars, Gaishan, Achilles, and Sirens have all been held as slaves by Egata over the years. The current administration of the company has publically condemned the actions of the corporation's past and, officially at least, no longer holds slaves of any kind. However, some facilities owned by Egata or by their affiliates do still own both altrants and uplifts as slave labor. There are no slaves on Marlowe and the company seems to be attempting to improve its image. However, altrants are still advised to be wary of coming to Marlowe.

On Talca (Cascadia 0709), altrant slavery is commonplace. The Technical Alliance of Talca believes that all scientific advancements should be to betterment of human society. As such, altrants are welcomed and even desired by the human population of the world. However, on Talca, they are seen as human possessions which can improve the daily life of the average Talcan.

On Yangon (Cascadia 0808), the attitude is much the same as on Talca. The Emperor of Yangon, Jeffery Myaing, has publicly stated that "altrants and uplifts make the best slaves". Achilles, Baaz Type 2s, and Sirens are forbidden to be owned by the people of Yangon despite the Emperor's ownership of several of these altrants.

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Altrants in Franklin Subsector

In a departure from the policies of the Indian government, Chennai (Franklin 0101) holds that all living creatures are equal and altrants are no exception to this. Of course, altrants will be expected to live by the vegetarian lifestyle enforced on the world.

Altrant slavery, though allowed by law, is not common on Hiallt (Franklin 0102). While Duke Kinrys holds several Achilles and Sirens in his possession, the costs involved in maintaining altrants often prohibits the average person on Hiallt from owning an altrant.

On Tal'Kalares (Franklin 0105), Queen Luana the First and her government view altrants to be equal with humans. The act of discriminating against an altrant is a punishable offense on Tal'Kalares. Bigotry and racism are rare here so there are several communities of altrants who live on the world including a large Oskar community in Niko.

Pesoks were among the Russian colonists on Vasynov (Franklin 0106) and many more moved to the colony before the Conduit Collapse in 2331. While most Pesoks were slaves in the Russian colonies of Earth Sector, in Clement Sector they were able to gain their freedom. Pockets of anti-Pesok bigotry still exist on Vasynov but they are shrinking. Pesoks are still forbidden to become a Controller but are otherwise equals with the human population. Other altrants who are considered dangerous, such as Achilles or Sirens, are not allowed to live on Vasynov but may visit.

On Serapis (Franklin 0108), leader Harlan Grant believes that altrants are a danger to society and they have been outlawed. Although altrants will be allowed in the port areas, altrants will not be granted travel permits to visit other locations on the planet.

The dictator of Atargatis (Franklin 0109), General Bibb Cochrane was familiar and comfortable with altrants before his rise to power. Cochrane has several Baaz Type 2s, Achilles, and Sniffers in his employ.

Altrants are treated equally to humans on Atargatis.

King Juan Zuloaga of Etxarte (Franklin 0203) also holds that altrants should be treated equally with humans. The King has several Achilles in his employ and there is a small community of Oskars which live in the city of Montero.

Era (Franklin 0304) encourages altrants to visit their world just as they do humans and uplifts. However, they are forbidden to live on Era by the Chronocouncil due to the belief that altrants "ruin the illusion" and are too anachronistic for the world's lifestyle.

While Prime Justice Kilpatrick of Moffett (Franklin 0307) has a strong hatred of uplifts, he is far more accepting of altrants. While he has referred to "uplift infestations" on other worlds, Kilpatrick has praised altrants as a "branch of never-ending human evolution". Even so, the altrant population of the floating cities of Moffett is small with the sizable Gaishan community in the city of Granger being the only exception.

Much like Chennai, the colony of Karnataka (Franklin 0310) broke sharply from the Indian government's policies on altrant slavery. On Karnataka, altrants are treated as equals with humans and are welcomed as are most others.

Altrant slavery was once widespread on Minerva (Franklin 0401). However, the rise of Blake Wofford, the planet's dictator, ended this practice. While slavery is illegal on the planet, altrants will find that racism still exists in many locations on the planet. Altrants are still viewed by most of the population as specialized biological tools to accomplish a specific job than as other people. Almost all altrants who live on Minerva are Sniffers whose families were among some of the first colonists on the planet.

While there are few altrants living on Sigyn (Franklin 0408), those who do live there are seen as being equals to humans under the local law. Most altrants live in

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small communities segregated from the rest of the populace.

Altrants are treated as equals under the religious rule of the Reformed Catholic Church on Franklin (Franklin 0508). The Church explicitly states that all of God's sentient creatures are to be treated equally both under law and by the average person. All types of altrants can be found on Franklin with large communities of Aquans in the Hewson Sea, Pesoks in Richardson, Oskars in Lancaster, and Gaishan and Baaz in Franklin Orbital.

The Blaylock Mining Corporation, which has their headquarters on the corporate owned world of Cybele (Franklin 0508), has a poor reputation for the treatment of their lower echelon workers whether those employees are altrants, uplifts, or humans. While this reputation is slightly exaggerated, the truth is that BMC often treats safety protocols as a secondary concern. Blaylock hasn't owned slaves for almost a hundred years but many would argue that the company has continued to treat all of their workers as if they were slaves. Several reports have surfaced that have stated that local BMC managers often treat altrants and uplifts as being less important than human workers and will often assign more dangerous jobs to them.

Dagda (Franklin 0602) does not allow altrants to live on their world. While altrants are allowed to visit for short periods of time, most locals and the Dagdan government do not feel that altrants should be part of their society. Most Dagdans are reported to be friendly to the altrants they encounter at the Highport but racism is always there as an undercurrent during any encounter.

Gaishan were some of the earliest settlers to Mictlan (Franklin 0604) and they continue to be valued members of the local society. Gaishan are treated equally to humans on Mictlan but other altrants and uplifts are not. Racism and bigotry will meet any altrant, other than Gaishan, who visit Mictlan.

Nyx (Franklin 0610) was also settled by a mix of humans and Gaishan. However, in keeping with the open nature of the Nyxian culture, all altrants are welcome to settle on the world. There are several altrant types living on Nyx including Gaishan, Baaz, Pesoks, and Sniffers.

The government of Avicenna (Franklin 0704) has a mixed record on altrants. While Aquans are considered to equals to humans and there is a large Aquan community in the northern hemisphere, other altrants are not as welcome. Most altrants are treated as being distasteful and less than humans. Sirens and Achilles are thought of as being dangerous and will be refused travel permits.

Altrants are advised to avoid Nolan (Franklin 0805). The locals are extremely bigoted towards altrants. While there are no laws specifically restricting altrants, it is highly recommended that altrants avoid the world. There have been reports of violence toward altrants, uplifts, and any human seen with either.

On Bastiat (Franklin 0807), each of the planet's city-states have their own laws as to how altrants will be treated. Currently, all of the city-states have laws which protect the rights of altrants and it is expected to remain that way for the near future. There is a small Aquan community here as well as a thriving Oskar community in the city of Locke.

Altrants are forbidden to enter Forseti (Franklin 0810). This includes the starport area. Any altrant which is seen to be on any part of Forseti will be arrested or deported.

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Altrants in Sequoyah Subsector

The first settlers of Bowemiwak (Sequoyah 0103) came from the Republic of Texas which had outlawed altrant slavery in 2285. While there is very little bigotry against altrants on Bowemiwak, the planet's laws are designed to protect the right of all of the planet's inhabitants including altrants.

The settlement of the planet Chrseda (Sequoyah 0204) was established with the concept of equality for sentient creatures in mind. Altrants are no different. There are small communities of most types of altrants spread across the planet.

Altrants will be refused entry to Tukaroi (Sequoyah 0207). The Mathyala regime considers any immigration to the planet to be a strain on its limited resources and restricts human visitors to the starport. Altrants and uplifts are not permitted anywhere on the planet and this includes the port.

Each nido on Fiume (Sequoyah 0304) creates its own laws, so the attitudes from one nido to another may vary greatly. Generally speaking, altrants seem to be welcome to visit most nidos though there are also nidos where altrants will be refused entry.

Altrant slavery has been illegal on Boone (Sequoyah 0305) for over fifty years. However, some bigotry and discrimination still exist on the planet. While altrants are allowed to vote and own property, they will not be allowed a weapons permit or a marriage license. While many of the altrants who were brought to Boone as slaves left the world for more accepting places like Chrseda or Bowemiwak, some opted to stay and they and their descendants are still there. There are Aquans living in the Brinton Deeps, Oskars living in Fleetwood, and Baaz and Gaishan living in the asteroid belts.

There are very few altrants living on Amadioha (Sequoyah 0402). Those who do live here are Sniffers who have either immigrated to the planet on their own or have been brought here by the recent moves of Blaylock Mining. Amadiohans have a general

distrust of outsiders and this is as true of altrants as it is of humans.

That distrust of outsiders is shared by the residents of Gansagi (Sequoyah 0404). Gansagians distrust anyone that they consider a "passer" though most will attempt to hide that behind cordiality. In this regard, altrants are not treated any less poorly by the locals than other "passers". However, whereas some humans are given the chance to become a member of the community, altrants are not permitted to live on the planet longer than a standard year.

Bridges Unlimited, who owns Selu Station (Sequoyah 0405), has a long track record of hiring altrants and treating them with fairness. Their administration of Selu is no different and the corporation welcomes anyone who wishes to visit the station.

The royal family of Dukagjin (Sequoyah 0407) has gone on record saying that they oppose the existence of altrants and refuse to allow any altrants to live on the planet. While altrants are allowed to visit the port, they must consent to be tracked and leave within 48 hours.

Torarentsacorsus (Sequoyah 0509) is renowned for its equal treatment of both altrants and uplifts. There are several altrant communities in the Torarentsacorsus system including Gaishan and Baaz on York and Alexandra, Khailt in the northern mountains, and Aquans in Lake Windsor.

Altrants are also permitted immigrate to Galawdewos (Sequoyah 0605). While the original settlers did not include altrants or uplifts, the populace of Galawdewos is accepting of them. Most of the population lives in Galawdewos Highport though there are some humans, uplifts, and Pesoks which travel to the planet to work or live in the Entoto mining colony.

Sequoyah (Sequoyah 0605) has always, for the most part, welcomed altrants. Altrants have been present on Sequoyah for the majority of the colony's existence and continue to be so today. A group of Pesoks live in the Inage, Aquans live in The

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Amequohi, and Sniffers are present across the planet. While the planet was initially settled by people from the Southern Alliance and The Republic of Texas, there were also many settlers which originated from and had loyalty to the United States. Many of these former United States citizens would have a more difficult time accepting altrants as being equal to baseline humans. It is these holdovers that perpetuate some of the animosity toward altrants which exists even on a world where most accept altrants as equals.

On Fimbulvetr (Sequoyah 0606), Gaishan were among the original settlers on the planet and their descendants are still among the population today. Altrants are treated as equals by the locals and most cannot imagine a Fimbulvetr without the Gaishan present.

Thorpe (Sequoyah 0708) was settled by humans who brought altrant slaves to the planet with them. These slaves were Sniffers and Oskars who were held by the local government. When the governorship changed in 2340, the Thorpe government's attitudes toward altrants changed as well. The altrants were freed and allowed full rights as citizens of Thorpe. However, there still exists a great amount of animosity toward altrants in many quarters. Visiting altrants are warned to tread lightly if they are able to get a visa.

Neither Tisdale Mining nor Mareno Metals have ever held altrants as slaves or hired them as employees. For this reason, there are few altrants present on Catoosa (Sequoyah 0709). Current law makes it illegal to discriminate against altrants and most who have visited the world have reported no incidents of bigotry.

Because Tamaqua (Sequoyah 0710) was to be a joint project between Canada, where altrant slavery was illegal, and the United States, where altrant slavery was

legal, an agreement was drawn up which forbade the use of altrants on the planet. Since the colonization in 2331, the planet has seen few altrants attempt to live here and local law is incomplete concerning how to treat those altrants which do visit. For now, it is recommended that altrants avoid the planet.

"It just gets so tiresome. I'm sure these altrants, Achilles especially, have had a hard time in their pasts but so have most normal humans. I just get so tired of having it thrown in our faces all of the time." – Jared Anders, speaking to reporter Bill Lindstrom of the Nikonha Beacon, May 17, 2339

The small colony of Penn (Sequoyah 0801) does not include any altrants. Altrants are not prohibited but rather have simply not immigrated to the planet. There are no laws either protecting or excluding the rights of altrants on Penn.

Budrani Industries, who founded the colony of Kosi (Sequoyah 0802), felt that uplifts made better workers than altrants and thus had no altrant slaves on the planet when the revolution came. Following the revolution, the Sengupta regime enacted laws which treated altrants as equals to humans. However, on Kosi, this was not treatment that one would necessarily desire and so altrants have, for the most part, avoided immigrating to the world.

Altrants are a common sight on Harrison (Sequoyah 0805). Altrants enjoy the same protections and privileges as the human citizens of the planet. While there has been a distrust of uplifts on Harrison, there is no equivalent dislike of altrants.

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Altrants in The Colonies

On Dashwood (Dade 0401), altrants are simply regarded as humans. The word “altrant” does not even appear in local laws. Altrants will have the same rights and privileges as other humans.

Arnemuiden’s (Dade 0402) ruling Bulder family has outlawed altrants from being present on the planet including the port areas. In practice, most law enforcement officers will show leniency to altrants who remain near or on their ship but will arrest any altrant which strays from their landing area.

There were no altrants among the original colonists of Osiris (Dade 0603). Like all newcomers to the planet, altrants must begin at the bottom of the social structure and, if they desire, move upward through the tier system. While there are reports of some discrimination against altrants, this has not been noted to be widespread.

There are several Gaishan among the small population on Dade (Dade 0704). The locals treat them fairly and the Dade Development Corporation seems to regard altrants as equals with humans and uplifts.

The independent settlement of Sarawak (Dade 0707) has no altrants among the small population which lives there. Outsiders of any kind are not tolerated and altrants will find they are treated no better and no worse than a human outsider.

On Brunson (Superior 0508), altrants are seen as another part of God’s grand plan for Clement Sector. All altrants are welcomed to the new Promised Land.

Superior (Superior 0509) welcomes all altrants to their world. In fact, most Superions have been altered in some way and are happy to have altrants become new members of their society. Superior’s dedication to creating the perfect race often leads to the desire to “repair” some altrants and make them “more acceptable”. For this reason, some such as Oskars and Gaishan, may wish to avoid Superior as the locals will consider their heights to be less than normal and will work on having them “upgraded”.

“The people of Clement Sector are slowly degenerating into halfwits and freaks. We must take every precaution to ensure that humanity, in its purest and finest form, continues into the 25th century.” – Dr. Alison Konwar, Superior Foundation, January 22, 2341 (standard)

Bridges Unlimited, which runs Tupolev Station (Superior 0710), does not discriminate against altrants, uplifts, or humans. The company prides itself on having an excellent record of nondiscrimination.

On Laylah (Peel 0204), the locals are often initially distrustful of outsiders and this can certainly apply to altrants. However, the Laylan culture holds that all sentient creatures are to be treated equally and altrants will have an equal chance to become trusted members of the community. Currently, there are no large numbers of altrants living on Laylah.

Australia outlawed altrant slavery in 2287 and that carried over to their first Clement Sector colony, New Perth (Peel 0208). While altrants are treated equally with humans on New Perth, there are no large communities of altrants on the planet. A small number of Pesoks live in Jandakot but there are few others.

The Hawkins regime on Peel (Peel 0408) does not permit altrants on this world. Altrants may remain at the port facility but are forbidden to leave the port. This not only includes altrants but also any human which has made obvious alterations to their bodies.

While it is difficult for anyone to get a visa to visit any part of Neachdain (Peel 0410) other than the port area, it is doubly so for altrants. Altrants are viewed to be a regrettable scientific error and not one that The Technical Coalition wishes to repeat or support.

Altrants are allowed to visit the port areas of Alverca (Peel 0509) but, like humans and uplifts, are required to get a visa from the local government to visit any other location on

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the planet. Visas are rarely granted to anyone but those altrants which have visited locations other than the ports say there is little discrimination against them by the populace.

While there are currently no altrants living on Rocroi (Peel 0607), they are permitted to visit and interact with the residents there. There have been some reports of prejudice against altrants from both the human and uplift populations on Rocroi but these incidents appear to be isolated.

Altrants are welcomed on Ariel (Peel 0608) as well. Currently, there are several communities of Aquans living in the Brooks and Dixon Seas as well as a community of Oskars which live in the city of Byrne. Altrants are considered to be equal to humans in all respects.

The Lawson family on Dawn (Dawn 0105) has yet to give permission for altrants to settle on the planet despite several applications from a wide range of potential altrant communities to do so. While the Lawson family states that this is not due to any prejudice against altrants, some do not believe that this is the case. Others point to the fair treatment of altrants who are visiting the world while some state that the Lawsons

simply do not mind altrants visiting their world but they do not want them to live there.

Altrants may not wish to visit Argos Prime (Dawn 0205) despite the government's assurances that altrants are treated fairly there. Reports have come back that there is a strong anti-altrant sentiment among the people of the planet. Violence against altrants has been reported as well as bigotry.

There are no altrants on Tranquility (Dawn 0206). However, the small population of the colony tends to welcome any new visitors.

Bicocca (Dawn 0404) has an open door policy to anyone who wishes to join their colony and this includes altrants of any type. So far, there have been no altrants who wanted to move to the world but they would be welcomed if they decided to do so.

Generations and Altrant Types

With all creatures, each passing generation of a species sees a certain amount of genetic mutation. This is true of altrants as well and, in many cases, can be doubly so. Some altrants will undergo mutations in as little as one generation while others may remain stable through several generations. For this reason, it is often important to note from what generation the altrant originated. Detailed information about which altrants are subject to reproductive restrictions and how that might affect each generation is covered in the description of each altrant type.

A first generation altrant is one who was the direct result of being created in a laboratory. First generation altrants will not have been born from a natural womb but rather by the use of genetic engineering. A first generation altrant will have no parents save the scientists and the corporation or government which employed them. Clones of altrants are, for these purposes, defined as being first generation altrants.

A second generation altrant is one who is born from a natural process of sexual reproduction between two first generation altrants of the same type. In some cases, second generation altrants will see some lessening of the special characteristics of that type of altrant. This is often due to specific genetic encoding to either allow the altrant to begin to appear more human or because the altrant is perceived to be of some danger to its creators.

Subsequent generations are numbered according to the amount of

generations reproduced by the sexual reproduction of like altrants. For instance, if an altrant was born of two like altrant parents who were, in turn, born of two like altrant parents who were created in a laboratory, then the altrant in question is a third generation altrant.

A compound altrant is defined as an altrant born from the sexual reproduction of two different types of altrants. Some altrants have been genetically programmed for this to be impossible while for many altrants this is not only possible but also desired. Compound altrants will carry on some traits of both altrant types while losing some others.

A hybrid altrant is an altrant born from the sexual reproduction of an altrant and a human. Some altrant types are created to be incapable of doing this. Hybrid altrants will carry on some traits of the altrant type as well as gain some of the traits of being a baseline human.

The types of altrants presented on the following pages are the most commonly found altrants in Clement Sector. These are by no means the only types of altrants present in the sector and it is not unknown for corporations and governments to make their own variations.



Achilles

Created for ground combat by India and China during their war in the late 2190s, “Achilles” altrants are humans which have been altered at birth to be more effective and efficient soldiers. While India and China were the first to use such soldiers, the United States made more extensive use of a similar program in the early 2200s. The name of the US program was “Achilles” and this name has since been applied to any altrant created for use in ground combat. Some will even use this name for those altrants created for any form of combat though this is not the usual nomenclature. Achilles is used as both the singular and the plural.

Achilles are often feared by baseline humans and, among all of the altrants, are

often the most maltreated. Even on worlds where attitudes toward altrants are more accepting, Achilles are often seen as a danger and a threat.

“Ok, sure, I don’t mind some of these other altrants running around. Most of them are alright. But an Achilles? They are raised to be killers! They don’t think or feel like normal people or even other altrants! I don’t want one of those things near my kids.” – Wilma Banks, City Manager of Baker, Cascadia, November 12, 2299 (standard)

First generation Achilles are often bred directly to be soldiers and raised in separate areas from other humans including other soldiers. They will be trained from an early age to be warfighters and will usually receive little else in education or training.

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While most nations create their Achilles altrants without the ability to reproduce, some do allow for Achilles to raise children and then provide incentives for those children to become soldiers themselves.

Second generation and beyond Achilles are not always warfighters. On worlds and in nations where Achilles are allowed to reproduce, they are often given the freedom to choose a career.

There have been no known instances of Achilles being engineered to be capable of reproducing with other altrant species or with humans. While nations like the Southern Alliance and Japan do allow for Achilles to reproduce among themselves, those nations do not create Achilles with the ability to reproduce to create hybrids or compounds.

In all known cases of Achilles creation, age is limited for them. Most are engineered to die near the age of 50. In game terms, this means that the Achilles will likely die near their eighth term. Character creation should be planned accordingly.

Achilles average a height of 6'5" with rare specimens being taller or shorter than that. Most average at a weight of 243 pounds.

First generation Achilles characters should be rolled as 2d6+4 for STR, DEX, and END. INT and EDU should be rolled as 1d6+2. SOC will always start as a 2. First generation Achilles will start with Gun Combat (Any), Melee (Unarmed Combat), and Tactics (Military) at level 1. First generation Achilles characters will not receive background skills as on p.74 of the **Clement Sector Core Setting Book**.

Second generation and beyond Achilles characters should be rolled as 2d6+2 for STR, DEX, and END. INT and EDU should be rolled as 1d6+4. SOC should be rolled as 1d6. Second generation Achilles will begin with background skills as per normal humans.

All Achilles of any generation will retain the thicker skin engineered by their creators. This gives an Achilles 2 points of Natural Armor.



Aquans

Aquans are altrants who were designed to be amphibious in order to better colonize water worlds. These were first designed by a French science team working on the colonization of Océania (Ixchel 0806) in Earth Sector as part of France's first colonization efforts.

Aquans have gills which allow them to breathe underwater as well as webbed hands and feet which increase their swimming abilities. In addition, unlike other humans, Aquans have no body hair. Aquans have often been used in concert with uplifted dolphins and the two groups continue to have a close working relationship on some worlds.

Aquans were created with the ability to reproduce not only among themselves but

also with other altrants and humans. This has led to a large population of Aquans on several worlds and an increasingly large hybrid and compound Aquan population.

"Aquans are beautiful creatures. So graceful. Each one that I have met has been full of warmth, love, and the enthusiasm to share their love. They are truly magnificent." – Alyson Morgan, journalist for Among The Stars, on living with an Aquan population for six standard months on Océania.

Aquans will most often live on temperate worlds with hydrographics codes of 5 or higher. They will usually attempt to avoid worlds with little to no water or situations where water is going to be in limited supply. Aquans living on a starship will require a small body of water such as a

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tub or pool in which they can submerge their body. While Aquans are engineered to survive without water, it is often necessary for an Aquan's mental health to be able to submerge on a regular basis.

Aquans are often stereotyped by other altrants, humans, and uplifts as being sexually promiscuous. On worlds where this sort of behavior is taboo, this can result in prejudice against Aquans. Aquans are, in fact, not engineered for increased sexual activity and the stereotype often comes from the close association with Dolphins (see **Wondrous Menagerie: Uplifts in Clement Sector**).

Aquan characters of any generation should be rolled with 2d6 for STR, DEX, INT

and EDU. END should be rolled as 2d6+2 and SOC as 1d6+3. First generation Aquan characters should start with Survival (Ocean) at level 1. Aquans should receive a +2 DM to any physical activity performed underwater.

Aquans who are hybrids or compounds should consult the rules and tables on p.52 for further guidance.

Aquans' webbed hands often cause problems with certain tools and equipment. Assume any equipment which requires the use of only one or two fingers (such as the trigger on a hand weapon) or that has gloves (such as a vacc suit) will need to be specially made or altered. Such changes will see the cost of the item raised by 125%





Baaz (Types 1 and 2)

Hindi for “Falcon”, the Baaz were created by the Indian government in the 2170s in order to better handle the dangers of being in a freefall environment for long periods of time. At first simply created to aid Indians in the colonization of space stations without either artificial gravity or spin gravity, the Indian government soon began to alter the Baaz to be highly proficient in freefall combat as well.

The Baaz Type 1 was created to work for long periods of time in a freefall environment. Baaz have an improved vestibular system which allows them to maintain their sense of balance and spatial orientation far better than a baseline human. In addition, their bones are engineered to not

lose calcium as is often experienced by baseline humans in long term freefall. Changes were also made to the Baaz’ muscular structure to avoid the need for near constant exercise to avoid the loss of muscle mass. Baaz are usually quite tall (7.5 - 10 feet (2.3-3 meters) and slender in build.

Type 2 Baaz have all of the alterations seen on the Type 1 with the addition of thicker skin. Type 2 Baaz are often somewhat shorter (6.5 – 8 feet) than Type 1s and slightly bulkier. This thicker skin will provide 2 points of natural armor. In addition, all first generation and most second generation Baaz will receive combat training. First and second generation Type 2s should be given Gun Combat (Any), Melee (Unarmed Combat), and Tactics (Military) at level 1.

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Baaz characters of any type and generation should be rolled 2d6-2 for STR and END. DEX should be rolled as 2d6+2. SOC should be rolled as 1d6+3. INT and EDU should be rolled normally. All Baaz should be given the Zero G skill at level 2.

Baaz who are hybrids or compounds should consult the rules and tables on p.52 for further guidance.

Both types of Baaz will prefer to live in a station with little to no artificial or spin gravity. If Baaz are giving living quarters where they are allowed to control the amount of gravity, they will most often turn it off

completely. Rarely will Baaz choose to live on the surface of a planet or moon.

Baaz of any type or generation receive a +2 DM to any physical task performed in gravity of less than 0.50 standard and suffer a -2 DM to any physical task attempted in gravity of more than 1.25 standard.

Baaz can use most human equipment without modification. However, clothing, armor and vacc suits will need to be specially made for a Baaz and will carry a 125% increase in cost over a human suit.



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Gaishan

Short for Gǎishàn rén, Gaishan are altrants which were genetically engineered for low gravity environments such as Earth's moon, Luna. They are usually quite tall (7.5 - 10 feet (2.3-3 meters) and slender in build. While the Gaishan were originally created by the Chinese, other nations quickly followed with their own versions. As with many altrant types, the original name has since been applied to all subsequent versions by other nations.

Unlike many other altrants, the Gaishan are often engineered to be able to reproduce and retain their traits. This was done in order to continue to build up populations on worlds where baseline humans would have trouble adapting to the lesser gravity. The advent of gravitic technology has somewhat dispensed with the need for the Gaishan but there are still a large number of them in both Earth and Clement Sectors.

All generations of Gaishan characters should roll 2d6-2 for STR and END. DEX

should be rolled as 2d6+2. SOC should be rolled as 1d6+3. INT and EDU should be rolled normally. All Gaishan should be given the Zero G skill at level 1.

Gaishan which are hybrids or compounds should consult the rules and tables on p.52 for further guidance.

Gaishan can usually be found on a variety of worlds in Clement Sector and in the colonies. While Gaishan generally prefer worlds with low gravity, it is not uncommon for a Gaishan community to exist on worlds with a surface gravity of 1.0 or higher. These Gaishan will often use devices to assist them in being able to walk in such environments.

Gaishan receive a +2 DM to any physical task performed in gravity of less than 0.50 standard and suffer a -2 DM to any physical task attempted in gravity of more than 1.25 standard.

Gaishan can use most human equipment without modification. However, clothing, armor and vacc suits will need to be specially made for a Gaishan and will carry a 125% increase in cost over a human suit.



Khailt

The first Khailt were created by the Mongolian government in 2173 during the early days of their colony on Norovlin (Mazu 0701). This bitterly cold world presented challenges to the initial colonists and it was felt that being able to add an altrant group to the colony's population might help the colony grow. The Khailt (which is Mongolian for "snowman") were created to handle Norovlin's cold temperatures and harsh environment. Since then, other nations have created similar altrants with each being referred to by the general public as "Khailt".

Khailt are engineered to be able to retain body heat four times longer than a baseline human. This allows them to survive longer and to operate tools and machinery in conditions where baseline humans would experience problems far faster. This skin

alteration also tints the Khailt's skin with a pale blue color.

Khailt will rarely live in a location where the temperature goes above freezing and those who do will often suffer from it. Most Khailt living in above freezing temperatures will complain of headaches, congestion, a decreased ability to smell, and a lack of energy. This can often be solved by the Khailt finding a cold place to stay for several hours. On starships, most Khailt will keep their personal quarters as cold as the temperature controls will allow.

"Relief. It is always so repressively hot in these places. I was in a ship where the temperature was being kept at 20 C. It was miserable. I did what I could but the ship's temperature controls wouldn't allow it below 10 C. Horrible.

Now here? Here I can breathe. I can feel the wonderful cold spilling into my nostrils and

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into my aching head.” – Ereden, a Khailt on arriving on Campbell (Cascadia 0408)

In game terms, this means that Khailt will suffer the same damage as humans will in cold temperatures (see **Clement Sector: The Rules**, p.170) at $\frac{1}{4}$ of the rate. For instance, a baseline human at -50 C will suffer 2d6 damage for every hour of exposure. Khailt will suffer 2d6 damage for every 4 hours of exposure.

However, the reverse is also true. Khailt will suffer damage in hot temperatures at four times the rate of baseline humans. For instance, a baseline human at 50 C will suffer 1d6 damage per hour of exposure. Khailt will suffer 1d6 damage per every 15 minutes of exposure.

All Khailt are engineered to be able to reproduce with their fellow Khailt and other

baseline humans. It is most often intended by the creators of the Khailt to allow them to contribute to increased population on their chosen colonies.

Khailt which are hybrids or compounds should consult the rules and tables on p.52 for further guidance.

All generations of Khailt characters should be rolled as baseline humans for STR, DEX, END, INT, and EDU. SOC should be rolled as 1d6+3. All Khailt should begin the game with Survival (Cold) at level 2.

Khailt receive a +2 DM to any physical task performed in temperatures of less than 0 C. Khailt suffer a -2 DM to any physical task performed in temperatures of more than 40 C.

Khailt characters can use any human equipment without modification.



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Oskars

Oskars are altrants which were created for high gravity environments. They were named for the United States' altrant program which was branded the Altered Human Operations Program and was often referred to as AHOP or Alpha Hotel Oscar Papa. This was further shortened by many to "Oscars". Over time, the name has changed to Oskars.

The US program was part of an effort to colonize a high gravity world in the Roosevelt system (Artemis 0305). The Oskars are generally shorter than a baseline human (4 - 5.5 feet (1.2 – 1.7 meters). They are usually quite strong and were designed with stronger musculature than baseline humans.

Oskars were engineered to be able to reproduce with Oskars, baseline humans, and other altrants. The original AHOP program intended for Oskars to be able to be the vanguard of a high gravity colony and then be able to reproduce to grow the colony.

All generations of Oskar characters should be rolled with 2d6+2 for STR and END. DEX should be rolled as 2d6-2. INT and EDU should be rolled normally but SOC is rolled as 1d6+3. Oskars which are hybrids or compounds should consult the rules and tables on p.52 for further guidance.

Oskars receive a +2 DM to any physical task performed in gravity of more than 1.25 standard and suffer a -2 DM to any physical task attempted in gravity of less than 0.50 standard.

Oskars can use most human equipment without modification. However, clothing, armor and vacc suits will need to be specially made for an Oskar and will carry a 125% increase in cost over a human suit.



Pesoks

Pesoks were created by the Russian government in order to colonize a world in the Kotel system (Hecate 0308) in 2198. The world was extremely dry, hot, and sandy and scientists immediately began working on an altrant to help round out the population of colonists who were already on their way to the world.

The first Pesoks were ready to assist the colony in 2213 and were immediately sent to the planet. By the 2290s, Pesoks were the majority population on the planet and, to prevent an incident like the Tanner Rebellion, the Russian government gave the Pesoks their freedom in 2298 in exchange for continuing to support the colony. Most Pesoks agreed and the population continued to grow at least until the Conduit Collapse in 2331. The Russian government, however, continued to keep some altrants as slaves

and, in 2312, made it illegal for any altrant to immigrate to Kotel.

Before the Collapse, many Pesoks moved to Vasynov (Franklin 0106) where they continued to work closely with the Russian government. In the years after the Collapse, the Pesoks on Vasynov continued to support the local government.

Pesoks were originally created to not be able to reproduce with humans or other altrants. However, all Pesoks created after 2298 are capable of reproducing with baseline humans. Pesoks cannot reproduce with other altrants.

The Pesoks are created with a fatty layer across their belly and chest which can be metabolized yielding about 1 gram of water for every gram of fat which is processed. In addition, their red blood cells are oval which facilitates blood flow if the Pesok becomes dehydrated. Their kidneys and intestines are far more efficient at reabsorbing water than baseline humans.

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Pesoks also have an additional eyelid which can be used to protect the eyes from blowing sand. While this second eyelid is not foolproof, it does provide additional protection against sand.

The same is true of the nostrils which have increased hair and a fleshy valve which can close inside the nose to prevent sand entering into the lungs. However, this can be problematic as many Pesoks over the years have developed problems with this nose valve which can cause the nose to become closed.

All generations of Pesoks should roll STR, DEX, INT, and EDU as per a baseline human. END should be rolled as 2d6+2 while SOC should be rolled as 2d6-3.

Pesoks which are hybrids should consult the rules and tables on p.52 for further guidance. Pesoks cannot be compounds.

Pesoks will take damage from heat at half the usual rate (see **Clement Sector: The Rules**, p.170). For instance, a human exposed to a 50 C environment while take 1d6 damage for every hour which they are exposed. Pesoks will take 1d6 damage for every two hours which they are exposed. Pesoks take damage from temperatures below 0 C as per baseline humans.

Pesoks receive a +2 DM to any physical task performed in temperatures of 25 C and higher.

Pesok characters can use any human equipment without modification. However, clothing, vacc suits, and armor must be altered to account for their increased bulk in their torso. This will increase the cost of clothes, armor, and vacc suits by 125%.





Sirens

Sirens are altrants created to be sexual partners for baseline humans. They were first created by adult entertainment corporations in the United States, Japan, and Indonesia. The name “Siren” stems from Pleasures Incorporated’s original name for the altrant. As with many altrants, the first name used for the type has, over time, become the standard term. Sirens have since been created by several corporations and are seen in Earth Sector and Clement Sector.

Sirens are specifically designed to match the beauty standards of the culture for which they are intended. This can vary wildly as tastes are often different across many strata of society and thus there are a variety of appearances for Sirens. Sirens are often created with exaggerated features designed to entice members of the cultural group to which they are attractive. This can include overly large sexual organs, sex organs of both sexes, or multiple sex organs. In some cases, this can also include the addition of

specialized appendages such as wings, horns, tentacles, flails, or whips.

Sirens are not only created to be visually stimulating but also to be attractive in other ways as well. All Sirens are capable of putting out powerful pheromones which can entice a target. They are often designed with melodic voices which are capable of creating beautiful songs.

Sirens, much like Achilles, are created with one function in mind and that function is often seen as abhorrent by many baseline humans. The taboos surrounding sexual activity continue in many societies and Sirens are often outcasts for this reason even in societies which are more accepting of altrants. Sirens are created to be incapable of reproduction. All Sirens are first generation and will never be hybrids or compounds.

Sirens should be rolled as per a baseline human on STR. DEX and END should be rolled as 2d6+2. INT and EDU should be rolled as 1d6+2. SOC should be rolled as 1d6.

All Sirens are given training in proper etiquette and the ability to woo their targets. Sirens should gain a +3DM to any task which involves a social skill. All Sirens should begin

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with Persuade at level 2, Carouse at level 1, and Art (Any) at level 1.

In all known cases of Siren creation, age is limited for them. Most are engineered to die near the age of 50. In game terms, this

means that the Siren will die near the end of their eighth term. Character creation should be planned accordingly.





Sniffers

Sniffers are altrants who have had their breathing, including their noses and lungs, changed in order to breathe atmospheres which would otherwise require a filter mask. The Sniffers were a creation of a British bioengineering team and were first used in the colonization of Sheffield (Mazu 0106).

Sniffer characters do not appear to the naked eye to be altered and can pass for baseline humans if they so desire. While this deception will not fool a scanner or medical professional, it is often possible to deceive the average person.

Sniffers are created with additional nasal filters and can continue to function in tainted atmospheres. Sniffers will not take damage as listed in **Clement Sector: The Rules** on p.176 under tainted atmospheres. Sniffers will take damage from as per

baseline humans in atmospheres listed as Exotic, Corrosive, or Insidious.

Sniffers can reproduce with baseline humans and with other altrants.

All generations of Sniffer characters should be rolled with 2d6 for STR, DEX, INT and EDU. END should be rolled as 2d6+2 while SOC should be rolled as 2d6-3. Sniffer characters will be able to breathe normally on any world with an atmosphere code of 5-9.

Sniffers which are hybrids or compounds should consult the rules and tables on p.52 for further guidance.

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Body Alterations and Altrant Creation

In the present of the Clement Sector setting, biotechnology has advanced to a point where humans can make changes to their bodies in ways never before possible. One does not have to be a full altrant to have modifications made to one's body and this chapter will provide the options available to a character in the setting. In addition, this chapter will show players and Referees how to build their own altrant for use in character generation.

For humans wishing to make alterations to their baseline body, each item will be shown with a cost (in Hub Federation credits), the amount of time it will take for the alteration to be useable, and the tech level necessary to make the change. A short description is included to show what effect the changes have on the character.

Each alteration is also given a "Build Points" value. Baseline humans can add up to 100 points of alterations to their bodies. Uplifts and altrants can add up to 50 points of alterations to their bodies.

These build points can also be used to create custom altrants. This customization must be made before statistics are rolled for the character in Step 2 of character generation (see **Clement Sector: The Rules** p.27). After the custom alterations are chosen, the character is created as an altrant (see p. 51). Custom altrants may add up to 100 points of alterations to their bodies.

The available alterations are listed in alphabetical order.

Cost – The amount (given in Hub Federation credits) that it will cost for an existing human, uplift, or altrant character to add this alteration.

Time – The amount of time in hours that must elapse before the alteration can be used. The final number is the full amount of time (including hospital and bedrest) before the alteration can be used. The amount of time

listed in parentheses is the amount of time that the character must spend in the hospital to get the alteration. The amount of time in brackets is the amount of bedrest the character must spend before being able to use the alteration.

A character which is in the hospital is considered to have his/her physical statistics (STR, DEX, and END) lowered to 1 for the duration of the hospital stay. A character which is in bedrest is considered to have his/her physical statistics (STR, DEX, and END) lowered by half (rounding down). Characters return to full statistics following the end of bedrest.

The alteration can be used by the character after the full alteration time has elapsed. Please note that some alteration times will include time above and beyond hospitalization and bedrest. This time is sometimes spent waiting on the alteration to fully grow, adapt to the person's body, or represent an amount of time that the character will need to wear bandages or protective gear over the surgical site. All of this extra time must elapse before the alteration may be used. However, the character will no longer require rest or suffer a drop in statistics following his/her bedrest.

TL (Tech Level) – This is the minimum tech level required for the alteration to be made. Hospitals at a tech lower than that required cannot make this alteration.

BP (Build Points) – This is the amount of Build Points this alteration will use.

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Adrenaline Boost

Alteration	Cost	Time	Tech Level	Build Points
Adrenaline Enhancement	500,000	(6) [12] 18	10	50

This alteration causes the user's adrenaline level to increase at a higher rate than an average human. During the first three rounds of combat, the user can add +4 to his/her initiative roll. For the next three rolls after that, the user adds no bonuses (even those normally provided to him/her due to other factors) to their initiative. For the seventh round and any after that, the user must subtract 4 from their initiative roll.

Antennae

Alteration	Cost	Time	Tech Level	Build Points
Antennae	25,000	(1) [2] 10	11	20

These are hair-like projections which extend outward from the front of the user's forehead. These allow the user to become aware of pressure changes and temperature changes far earlier than other creatures. Antennae will lower the difficulty of any Recon or Investigate check which involves pressure or temperature clues.

On any world which discriminates against altrants, any character with antennae should suffer a -2 DM to any social skill check.

Arms (Additional)

Alteration	Cost	Time	Tech Level	Build Points
Arms (Additional)	750,000	(16) [24] 504	11	80

This adds a pair of additional arms below a human or altrant's existing pair of arms. These arms are grown over a period of time (as reflected in the hospital and rest times) and then must take three weeks to gain full functionality. Characters with additional arms may take one additional significant action and an additional minor action per turn. If these actions require a task roll, the difficulty will increase for these additional actions by one level.

On any world which discriminates against altrants, any character with additional arms should suffer a -2 DM to any social skill check. Any clothing, armor, and vacc suits involving gloves will need to be specially made for the character and will carry a 175% increase in cost over a normal suit.

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Beauty Package

Alteration	Cost	Time	Tech Level	Build Points
Beauty Package	1,000,000	(48) [168] 336	11	60

This is a full-body makeover to change the user's entire body to be the ultimate in what your culture deems to be visually attractive. In many cases, this will require extensive changes and the user may find that many of their friends and family no longer recognize them.

A user who has undergone the Beauty Package alteration will gain +4 to any social check such as Carouse or Persuade when dealing with any NPC which would find the character to be attractive.

Claws

Alteration	Cost	Time	Tech Level	Build Points
Claws	50,000	(2) [6] 10	10	50

This adds a set of sharp feline-like claws to the hands of the user. This will allow the character to inflict 1d6+3 damage to anyone that he/she attacks with these claws.

However, any clothing, armor, and vacc suits involving gloves will need to be specially made for the character and will carry a 125% increase in cost over a normal suit. Any hand-held weapon will also require modification and a 125% increase in cost.

Combat tasks using the claws should use the skill Melee (Added Weapon). See p.77 for more information.

Ears (Parabolic Hearing)

Alteration	Cost	Time	Tech Level	Build Points
Ears (Parabolic Hearing)	55,000	(4) [8] 24	11	40

This is an alteration of the ears which allows the user to focus in on one particular sound which originates up to 40 feet (12.19 meters) away. If this option is added, then no other ear related options can be used. Decrease the difficulty by one for any task which requires hearing.

On any world which discriminates against altrants, any character with parabolic hearing should suffer a -2 DM to any social skill check.

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Ears (Pointed)

Alteration	Cost	Time	Tech Level	Build Points
Ears (Pointed)	10,000	(1) [2] 6	9	10

This change is a cosmetic change to create the “pointy ears” effect seen in fantasy and science fiction holovids. In social groups where such holovids are popular, having pointed ears will give the user a +2 DM for any social task.

On any world which discriminates against altrants, any character with pointed ears should suffer a -2 DM to any social skill check.

Ears (Protected)

Alteration	Cost	Time	Tech Level	Build Points
Ears (Protected)	60,000	(2) [6] 20	11	40

This alteration gives the user a valve inside the ear canal which can close to protect the inner ear from loud sounds, sand, dust, or other irritants. The user will become immune to those effects.

Eyes (Microscopic)

Alteration	Cost	Time	Tech Level	Build Points
Eyes (Microscopic)	40,000	(6) [12] 36	11	40

This alteration will allow the user to see objects at 20x magnification. To do this, the user must concentrate for one full action (or one significant action in combat) and it will take one full action for the user to recover to normal sight.

Eyes (Nictitating Membrane)

Alteration	Cost	Time	Tech Level	Build Points
Eyes (Nictitating Membrane)	45,000	(3) [6] 24	11	40

The additional eyelid is a membrane which closes beneath the existing eyelid. This allows the user to be immune to the effects of bright light, sand, dust, or other irritants. This eyelid can also be useful in allowing one to see under water.

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Eyes (Nightvision)

Alteration	Cost	Time	Tech Level	Build Points
Eyes (Nightvision)	50,000	(7) [12] 36	11	40

This option changes the user's eyes in a way that they are able to more rapidly adapt from a bright environment to a dark environment. The eyes are then able to see much more clearly in dark situations and overcome any negative modifiers due to darkness.

Eyes (Telescopic)

Alteration	Cost	Time	Tech Level	Build Points
Eyes (Telescopic)	40,000	(6) [12] 36	11	40

This alteration will allow the user to see objects as if they were ten times closer to the object. To do this, the user must concentrate for one full action (or one significant action in combat) and it will take one full action for the user to recover to normal sight.

Eyes (Thermographic)

Alteration	Cost	Time	Tech Level	Build Points
Eyes (Thermographic)	60,000	(8) [16] 48	11	50

This alteration will allow the user to see varying degrees of heat. This makes it possible for the user to see in absolute darkness any object which is radiating heat and be able to discern how much heat is being emitted by the objects.

If this alteration is added, no other eye related options may be taken.

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Fur

Alteration	Cost	Time	Tech Level	Build Points
Fur	250,000	(6) [24] 168	11	40

Choosing this alteration will give the user a covering of fur on their entire body. The fur can be created in any chosen color or pattern of colors. This fur is water resistant, protects from ultraviolet radiation, and can be considered clothes in some cultures.

On any world which discriminates against altrants, any character with fur should suffer a -2 DM to any social skill check.

Gills

Alteration	Cost	Time	Tech Level	Build Points
Gills	150,000	(6) [12] 24	11	40
Gills (Membrane)	200,000	(6) [12] 24	11	50

Users with this alteration can breathe under water. The gills take dissolved oxygen from the water. Most altrants and humans with this alteration are fitted with a membrane which will close the gills to allow respiration through the lungs but this is not always the case. Those fitted with this membrane should use the second row of statistics while those with gills only should use the first row.

On any world which discriminates against altrants, any character with gills should suffer a -2 DM to any social skill check.

Heat Retention

Alteration	Cost	Time	Tech Level	Build Points
Heat Retention	250,000	(24) [48] 168	11	100

Choosing this alteration will allow the user to be able to retain body heat four times longer than a baseline human. This allows the user to survive longer and to operate tools and machinery in conditions where baseline humans would experience problems far faster. This alteration also causes the skin to take on a light blue color.

The user will suffer the same damage as humans will in cold temperatures (see **Clement Sector: The Rules**, p.170) at $\frac{1}{4}$ of the rate. For instance, a baseline human at -50 C will suffer 2d6 damage for every hour of exposure. Those with this alteration will suffer 2d6 damage for every 4 hours of exposure. However, the reverse is also true. The user will suffer damage in hot temperatures at four times the rate of baseline humans. For instance, a baseline human at 50 C will suffer 1d6 damage per hour of exposure.

On any world which discriminates against altrants, any character with this alteration should suffer a -2 DM to any social skill check.

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Horns (Large)

Alteration	Cost	Time	Tech Level	Build Points
Horns (Large)	35,000	(4) [10] 24	10	30

Choosing this alteration gives the user a large set of horns on the top or sides of the head. These horns, depending on choice, may look like a ram's horns, a steer's horns, a unicorn's horn, or a combination of these.

Horns can be used to cause damage. These horns will cause 1d6 damage and use the skill Melee (Added Weapon).

On any world which discriminates against altrants, any character with horns should suffer a -2 DM to any social skill check.

Horns (Small)

Alteration	Cost	Time	Tech Level	Build Points
Horns (Small)	10,000	(1) [2] 6	9	10

This alteration gives the user a small set of horns on the top of their head. These horns are largely used as a decorative alteration, a fashion statement, or to match holovids with horned characters from fiction and mythology. In social groups where such holovids are popular, having these horns will give the user a +2 DM for any social task.

On any world which discriminates against altrants, any character with horns should suffer a -2 DM to any social skill check.

Lungs (Increased Capacity)

Alteration	Cost	Time	Tech Level	Build Points
Lungs (Increased Capacity)	75,000	(8) [24] 72	10	50

Increased lung capacity increases the user's endurance and allows them to acclimate to lower atmospheric pressures faster than a baseline human. Taking this alteration gives the character +3 to their END immediately after the full alteration time period has passed.

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Muscle Increase Package

Alteration	Cost	Time	Tech Level	Build Points
Muscle Increase Package	1,000,000	(48) [168] 336	11	100

Often referred to as the “Hercules” alteration, this procedure alters the body to make it as strong as it can possibly be. This alteration is the equivalent of years of strength training and will give the body the appearance of a successful bodybuilder. Taking this alteration gives the character +3 to their STR and -3 to their DEX immediately after the full alteration time period has passed.

Nasal Filters

Alteration	Cost	Time	Tech Level	Build Points
Nasal Filters	42,000	(2) [6] 18	10	50

Nasal filters allow the user to be able to function in tainted atmospheres without the need of a filter mask. Users with nasal filters will not take damage as listed in **Clement Sector: The Rules** on p.176 under tainted atmospheres. Nasal filters offer no protection from atmospheres listed as Exotic, Corrosive, or Insidious.

Pheromones (Increased)

Alteration	Cost	Time	Tech Level	Build Points
Pheromones (Increased)	75,000	(3) [6] 24	10	40

This alteration increases the amount of natural pheromones that a human releases in order to gain a positive social result from another human. Those with this alteration should gain a +3DM to any task which involves a social skill.

Senses (Increased Smell)

Alteration	Cost	Time	Tech Level	Build Points
Senses (Increased Smell)	250,000	(5) [12] 240	11	50

Those gaining this alteration will have the interiors of their nostrils changed to increase the number of olfactory receptors within. This will allow the altrant or altered human to be able to identify specific scents and be capable of discerning them one from another. Those with this alteration should decrease the difficulty of any Recon or Investigate task which involves scents.

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Senses (Increased Taste)

Alteration	Cost	Time	Tech Level	Build Points
Senses (Increased Taste)	200,000	(6) [12] 240	11	30

This alteration increases the sense of taste in the user. The procedure increases the amount of papillae on the tongue. This allows users to not only increase the sensitivity to the usual five tastes (Bitterness, Saltiness, Sourness, Sweetness, and Umami) but also allows the user to taste other tastes unknown to humans such as Starchiness. Those with this alteration should decrease the difficulty of any Recon or Investigate task which involves tastes.

Skin (Armored)

Alteration	Cost	Time	Tech Level	Build Points
Skin (Armored)	500,000	(20) [58] 210	11	60

Users with this alteration will have plates of dermal bone grown on the top of their head, back of the neck, on their chest, their back, and on their shoulders. This armor has a value of 4.

On any world which discriminates against altrants, any character with this alteration should suffer a -2 DM to any social skill check. Any clothing, armor, and vacc suits will need to be specially made for the character and will carry a 125% increase in cost over a normal suit.

Skin (Bioluminescence)

Alteration	Cost	Time	Tech Level	Build Points
Bioluminescence (Full Body)	500,000	(15) [48] 192	11	70
Bioluminescence (Single Body Part)	50,000	(4) [24] 96	11	30

This alteration allows either a single extremity (such as a hand) or the entire body to produce the light emitting pigment luciferin and the enzyme luciferase. This reaction allows the affected body part to glow for up to thirty minutes. The light is bright enough to read by and can be used to light a passageway or to signal for help.

On any world which discriminates against altrants, any character with this alteration should suffer a -2 DM to any social skill check.

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Skin (Chameleon)

Alteration	Cost	Time	Tech Level	Build Points
Skin (Chameleon)	500,000	(15) [48] 192	11	70

This alteration allows for the user to change their skin color to achieve a certain color or pattern of colors. While this can be used to assist camouflage, it can also be used in social settings or simply for entertainment. If being used as camouflage, the character should gain a +2DM to any attempt to hide.

On any world which discriminates against altrants, any character with this alteration should suffer a -2 DM to any social skill check.

Skin (Emotive)

Alteration	Cost	Time	Tech Level	Build Points
Skin (Emotive)	500,000	(15) [48] 192	11	70

This alteration changes the skin color to match the emotions currently felt by the user. This cannot, either fortunately or unfortunately, be used to convey a false emotion. The user's color will match their current feelings toward the person with which they are interacting or for the situation which they are currently experiencing.

The emotions felt towards someone with whom the character is interacting will be known to all within eyesight. This may either help or hurt the character's chances of continuing interaction with the other person. This should give an increase or decrease in the difficulty of social tasks as determined by the Referee.

Some common emotions as colors are listed in the following table.

Emotion	Color
Black	Tense, Angry
Gray	Anxious
Amber	Nervous, On Edge
Green	Calm
Blue	Sad
White	Frustrated
Pink	Afraid
Yellow	Cheerful
Orange	Contemplating
Red	Excited, Adventurous
Purple	Determined

On any world which discriminates against altrants, any character with this alteration should suffer a -2 DM to any social skill check.

Tree of Life: Altrants in Clement Sector

Tail (Balancing)

Alteration	Cost	Time	Tech Level	Build Points
Tail (Balancing)	200,000	(1) [5] 175	10	40

This alteration provides the user with a tail which can be used as a counterbalance to quick body movements. The balancing tail allows for the user to maintain their balance in precarious situations in any location with a surface gravity between 0.5 and 2.25. In game terms, this gives the character an additional +3 to their DEX in locations where the tail can be used effectively.

On any world which discriminates against altrants, any character with a tail should suffer a -2 DM to any social skill check. Any clothing, armor, and vacc suits will need to be specially made for the character and will carry a 125% increase in cost over a normal suit.

Tail (Decorative)

Alteration	Cost	Time	Tech Level	Build Points
Tail (Decorative)	10,000	(1) [2] 6	9	10

This change is a cosmetic change to create a tail such as those seen in fantasy and science fiction holovids. In social groups where such holovids are popular, having a tail will give the user a +2 DM for any social task.

On any world which discriminates against altrants, any character with a tail should suffer a -2 DM to any social skill check. Any clothing, armor, and vacc suits will need to be specially made for the character and will carry a 125% increase in cost over a normal suit.

Tail (Prehensile)

Alteration	Cost	Time	Tech Level	Build Points
Tail (Prehensile)	500,000	(5) [12] 216	11	50

This alteration adds a tail which can be used to manipulate tools, carry a weapon, hold the weight of the individual, or grasp objects. The user can make an additional significant action during his/her turn. The difficulty for any task attempted as this additional action will be increased by one level.

On any world which discriminates against altrants, any character with a tail should suffer a -2 DM to any social skill check. Any clothing, armor, and vacc suits will need to be specially made for the character and will carry a 125% increase in cost over a normal suit.

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Teeth (Fangs)

Alteration	Cost	Time	Tech Level	Build Points
Teeth (Fangs)	35,000	(2) [12] 36	11	30

This alteration replaces the human canine teeth with sharp fangs. These fangs may be used to attack an opponent using the Melee (Added Weapon) skill (see p.77). The fangs cause 1d6 damage.

Tentacles

Alteration	Cost	Time	Tech Level	Build Points
1 Pair of Tentacles	350,000	(3) [12] 184	11	50
2 Pairs of Tentacles	500,000	(6) [24] 216	11	75
3 Pairs of Tentacles	700,000	(12) [36] 336	11	100

Tentacles are purchased in pairs and can be attached at any point on the body as desired by the user. Each tentacle is an elongated and flexible appendage which can be used to manipulate objects, probe into locations that would be otherwise inaccessible, carry weapons, grapple opponents, or use tools.

Each pair of tentacles attached allows for an extra significant action for the character. Each significant action attempted by the character increases the difficulty for all actions attempted by the tentacles. For instance, if Tori has three pairs of tentacles and attempts tasks with all three pairs of tentacles which would normally be Routine, the task attempt for all three tasks is now increased to Very Difficult.

The tentacles can be used as a bludgeon as well and will do 1d6 damage per pair of tentacles. Combat tasks using the tentacles should use the skill Melee (Added Weapon). See p.77 for more information. The difficulty rules as noted in the above paragraph also apply to combat.

On any world which discriminates against altrants, any character with tentacles will suffer a -2 DM to any social skill check. Any clothing, armor, and vacc suits will need to be specially made for the character and will carry a 150% increase in cost over a normal suit.

Vestibular System (Improved)

Alteration	Cost	Time	Tech Level	Build Points
Vestibular System (Improved)	75,000	(12) [24] 192	11	40

This alteration improves the sensory system which provides the user with their sense of balance, spatial orientation, and balance. This gives the character a +2 DM to any physical task performed in gravity of less than 0.50 standard. However, the character will suffer a -2 DM to any physical task attempted in gravity of more than 1.25 standard.

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Water Retention

Alteration	Cost	Time	Tech Level	Build Points
Water Retention	100,000	(7) [10] 48	11	40

This alteration provides the user with a fatty layer across their belly and chest which can then be metabolized yielding about 1 gram of water for every gram of fat which is processed. In addition, the user's red blood cells become oval which facilitates blood flow if the user becomes dehydrated. This also alters the kidneys and intestines making them more efficient at reabsorbing water than baseline humans.

Webbed Hands and Feet

Alteration	Cost	Time	Tech Level	Build Points
Webbed Hands and Feet	40,000	(2) [4] 24	11	40

This change creates webbing between the fingers and toes of the user allowing them to ignore any difficulty increase brought on by being underwater. In addition, the webbing between the fingers and toes allows for the user to swim faster than a baseline human.

On any world which discriminates against altrants, any character with webbed hands and feet will suffer a -2 DM to any social skill check. Any clothing, armor, and vacc suits will need to be specially made for the character and will carry a 150% increase in cost over a normal suit.

Wings

Alteration	Cost	Time	Tech Level	Build Points
Wings	250,000	(12) [24] 264	11	75

This alteration gives the user a pair of wings with a wingspan equal to twice the character's height. This will allow the user to glide in an atmosphere with a code between 6 and 10 and be able to fly in any atmosphere with a code between 8 and 10.

On any world which discriminates against altrants, any character with wings will suffer a -2 DM to any social skill check. Any clothing, armor, and vacc suits will need to be specially made for the character and will carry a 400% increase in cost over a normal suit.

Tree of Life: Altrants in Clement Sector

Altrant Characters

Altrant characters should be made according to the character creation chart in **Clement Sector: The Rules** on page 27. However, rolls on the early life of the altrant and on the aging table will be different than that for baseline humans. The following pages will provide charts which will allow for more accurate altrant characters.

The differences are as follows:

During Step 1, after the player has decided to play an altrant and has decided what type of altrant to play, it should be determined if the altrant is a purebred altrant, a hybrid, or a compound. This can be left to the decision of the player, the decision of the Referee, or determined randomly. If the player and Referee decide to determine this randomly, the following charts should be consulted.

If the character is a purebred altrant, then it will need to be determined which generation the character originates. If the character is a hybrid or a compound, it will need to be determined which altrant characteristics that the character maintains. There is no table for Sirens as all Sirens are first generation purebred.

Achilles

1d6	Genetic Status
1-3	The character is a first generation Achilles.
4-6	The character is a second generation Achilles.

Aquan, Baaz Type 1, Baaz Type 2, Gaishan, Khailt, Oskars, Sniffers

1d6	Genetic Status
1	The character is a first generation purebred altrant.
2	The character is a second generation purebred altrant.
3	The character is a third, fourth or later generation purebred altrant. The player chooses which generation.
4-5	The character is a hybrid altrant. See the chart on p.52.
6	The character is a compound altrant. See the chart on p.54

Pesoks

1d6	Genetic Status
1-3	The character is a first generation Pesok.
4-5	The character is a second generation Pesok.
6	The character is a hybrid Pesok. See the chart on p.53.

Tree of Life: Altrants in Clement Sector

Hybrids

Hybrid altrants are born from the sexual reproduction of an altrant and a human. It is the decision of the player as to which parent was which. If the altrant is a hybrid, consult the following charts. After this is determined, character creation should continue.

Aquan Hybrid

1d6	Hybrid Characteristics
1	The Aquan will have pointed ears, webbed hands and feet but otherwise be human. Roll characteristics as human. Gain no DM to activities performed underwater.
2-5	The hybrid should be treated as a second generation Aquan.
6	The Aquan will appear human and not have pointed ears or webbed hands and feet. However, the characteristics should be rolled as an Aquan.

Baaz Type 1 and Type 2 Hybrid

1d6	Hybrid Characteristics
1-2	The Baaz will appear human including being shorter and more bulky. If the hybrid is a Type 2, then the thicker skin will not be present. Roll characteristics as a human.
3-6	The hybrid should be treated as a second generation Baaz.

Gaishan Hybrid

1d6	Hybrid Characteristics
1-3	The Gaishan will have the outward characteristics of a Gaishan but otherwise be human. Roll characteristics as human.
4-6	The hybrid should be treated as a second generation Gaishan.

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Khailt Hybrid

1d6	Hybrid Characteristics
1	The Khailt will appear human rather than Khailt. The skin will not be tinted blue. Roll characteristics as human. The hybrid will suffer damage from cold once every two hours. The damage from heat remains the same.
2-5	The hybrid should be treated as a second generation Khailt.
6	The Khailt will appear Khailt rather than human. The skin will be tinted blue. Roll characteristics as a Khailt. The hybrid will suffer damage from cold once every two hours. The damage from heat remains the same.

Oskar Hybrid

1d6	Hybrid Characteristics
1	The Oskar will appear human. The hybrid will be tall as a human and lose the special dice modifier for being in heavy gravity. Roll characteristics as a human.
2-6	The hybrid should be treated as a second generation Oskar.

Pesok Hybrid

1d6	Hybrid Characteristics
1	The Pesok will appear human rather than Pesok but will retain the fatty layer, more efficient kidneys and intestines, as well as the nostril valve. However, the hybrid will lose the second eyelid and will take heat damage as a human. Roll characteristics as human.
2-5	The hybrid should be treated as a second generation Pesok.
6	The Pesok will appear as a Pesok. The hybrid will retain all advantages and disadvantages of being a Pesok but will roll all characteristics except SOC as a human. SOC should be rolled as 1d6.

Sniffer Hybrid

1d6	Hybrid Characteristics
1	The Sniffer will be human and retain none of the advantages or disadvantages of being a Sniffer. Roll characteristics as human.
2-6	The hybrid should be treated as a second generation Sniffer.

Tree of Life: Altrants in Clement Sector

Compounds

Compounds are the offspring of reproduction between two different types of altrants. The Referee and the player should decide which two types of altrants combined to create the character with one of the types always being the type of altrant originally chosen by the player.

Compound altrants will always be rolled up using the characteristics of the player's chosen altrant. The player should choose (or randomly determine using the Altrant Type chart) the type of the other altrant parent. Once this is determined, the player should choose which of the advantages of this altrant type that he/she would like to add to their character.

The Referee should then choose which of the advantages of the player's original altrant type that he/she will lose.

Character creation will then continue as usual.

Altrant Type

Rolling 2d6 on this chart will determine the altrant type of the parent which was not the type of altrant originally desired by the player. Roll 2d6 on the chart. If the result is the same type of altrant as the known parent, the player may choose the type of altrant from the chart or roll again.

2d6	Compound Parent Type
2-3	Aquan
4	Baaz Type 1
5	Baaz Type 2
6-7	Gaishan
8	Khailt
9	Oskar
10	Pesok
11-12	Sniffer

Tree of Life: Altrants in Clement Sector

In place of **Step 3**, an altrant character should roll on this modified Subsector of Origin table. As few altrants will have been born in Winston, Dade, or Dawn subsectors, those subsectors have been removed from the table.

Subsector of Origin

1d6	Subsector of Origin
1	Peel
2	Earth
3	Hub
4	Cascadia
5	Franklin
6	Sequoyah

In place of **Steps 7 and 8**, an altrant character should roll on the following charts. First, the player should determine the legal status of the altrant. Roll 1d6 and consult the following chart.

Legal Status

1d6	Legal Status
1	The character is currently a slave or servant of the government on his/her homeworld.
2	The character is currently a slave or servant of a corporation located on his/her homeworld.
3-4	The character is a free citizen of his/her homeworld but is forced to live within a mixed community of altrants and humans.
5-6	The character is a free citizen of his/her homeworld.

If the result is a 1 or 2, the player should roll their Youth Events on the **Events of Youth: Slave** chart on p.56. Their Teenage Events should be rolled on the **Teenage Events: Slave** chart on p.58.

If the result is a 3 or 4, the player should roll their Youth Events on the **Events of Youth: Mixed Community** chart on p.57. Their Teenage Events should be rolled on the **Teenage Events: Mixed Community** chart on p. 59.

If the result is a 5-6, the player should roll their Youth Events on the **Events of Youth** chart provided in **The Clement Sector Core Setting Book** on p.85. They should use the **Teenage Events** chart in **The Clement Sector core Setting Book** on p.89.

Tree of Life: Altrants in Clement Sector

Aging

Most altrants will age according to the TL11 column of the Apparent Age by Tech Level chart in **Clement Sector: The Rules** on p.39. Sirens and Achilles age differently.

Achilles and Sirens will not age at all until the age of 46. At this point, they should begin making aging rolls on the Aging Table in **Clement Sector: The Rules** on p.39 at -10 to their roll. This roll should be made for every year rather than the end of each term.

Events of Youth: Slave

2d6	Event
2	For the entertainment of your owners, you have forced to fight another altrant. Roll Melee (Unarmed) at Difficult. If you succeed, gain the defeated altrant as an Enemy. If you fail, make two rolls on the Injury table (CS:R p. 41). In either case, gain your owner as an Enemy.
3	As punishment for a minor mistake, you are beaten by the taskmaster. Roll 1d6. On a result of 1-3, you must roll twice on the Injury table (CS:R p. 41). If you roll a 4-6, roll once on the Injury table. In either case, gain your owner as an Enemy.
4	Your parents are also slaves. You are forced to witness them take a beating for making a mistake. Gain your owner as an Enemy.
5-6	Life Event. Roll on the Life Event Table (Clement Sector p. 87)
7	The work is making you strong. Gain +1 in STR, DEX, or END.
8	Life as a slave is harsh and tough. As a way of not thinking about the horrors, you have turned to the arts. Gain a level in Art (Any).
9	The drudgery of life as a slave is misery. As a way to search for hope, you have become a member of a religion. Choose a real world religion or one from the Clement Sector Core Setting Book (p.259).
10	You have been sold to another corporation or government. Roll on the Subsector of Origin table in the Clement Sector Core Setting Book (p.72) to find out your new homeworld. Take the Primary Language of that world as a Language skill and take the world's Background Skills as well.
11	Escape! You have attempted an escape. Roll 2d6 and add your DEX bonus to the roll. If you roll less than 5, you have been caught and punished. Roll twice on the Injury table (CS:R p.41). If you roll 6-10, you have been caught and returned to your life as a slave without incident. If you roll 11+, you have escaped. Continue your character as a free altrant using the tables in the Clement Sector Core Setting Book.
12	Your owner has decided to set you free. Continue your character as a free altrant using the tables in the Clement Sector Core Setting Book.

Tree of Life: Altrants in Clement Sector

Events of Youth: Mixed Community

2d6	Event
2	A group of hunters comes into the community with the intention of capturing altrants to sell into slavery. Roll 2d6 and add your DEX bonus. If you roll higher than 8, you remain free in the community. If you roll less than 8, continue your character as an altrant slave.
3	A group of youths from another type of altrant, race of uplifts, or humans attack you. Roll Melee (Unarmed) at Difficult. If you succeed, gain an Ally from among your own people. If you fail, roll twice on the Injury chart (CS:R p.41)
4	Your family or education system insures that you remain physically fit by forcing you to exercise. Increase your STR, DEX or END by one or gain Athletics (any) at level 1.
5-7	Life Event. Roll on the Life Event Table (Clement Sector p. 87)
8	An altrant supremacist group decides that you are too friendly with the humans. Roll 2d6 and add your SOC bonus. If you succeed, you have convinced the group to leave you alone but will gain the group as an Enemy. If you fail, the group assaults you. Roll once on the Injury table (CS:R p.41).
9	Your family relocates to the nearest A-class port to your original homeworld. If there are equidistant ports, it is your choice. If your homeworld is Earth or in Earth Sector, this means your family has relocated to your choice of worlds in Clement Sector. You gain the background skills of your new world as listed in the chart (see page 74). If your Primary Language is not spoken here, gain Language 1 with a specialty of the first language listed for your new homeworld.
10	During your free time, you delve deeply into subjects more advanced than many other children would attempt. Gain Science 0.
11	You have become active in local youth sports. Gain Athletics at 0.
12	You have become a free citizen of your world. Continue your character generation with the system presented in the Clement Sector Core Setting Book.

Tree of Life: Altrants in Clement Sector

Teenage Events: Slave

2d6	Event
2	For the entertainment of your owners, you have forced to fight another altrant. Roll Melee (Natural Weapons) at Difficult. If you succeed, gain the defeated altrant as an Enemy. If you fail, make two rolls on the Injury table (CS:R p. 41). In either case, gain your owner as an Enemy.
3	As punishment for a minor mistake, you are beaten by the taskmaster. Roll 1d6. On a result of 1-3, you must roll twice on the Injury table (CS:R p. 41). If you roll a 4-6, roll once on the Injury table. Gain your owner as an Enemy.
4	For the entertainment of your owners, you are forced to mate with another altrant. The process is degrading and embarrassing. Gain the other altrant as a Contact and gain your owner as an Enemy.
5-6	Life Event. Roll on the Life Event Table (Clement Sector, p.92)
7	The work is making you strong. Gain +1 in STR, DEX, or END.
8	Life as a slave is harsh and tough. As a way of not thinking about the horrors, you have turned to the arts. Gain a level in Art (Any).
9	The drudgery of life as a slave is misery. As a way to search for hope, you have become a member of a religion. Choose a real world religion or one from the Clement Sector Core Setting Book (p.259).
10	You have been sold to another corporation or government. Roll on the Subsector of Origin table in the Clement Sector Core Setting Book (p.72) to find out your new homeworld. Take the Primary Language of that world as a Language skill and take the world's Background Skills as well.
11	Escape! You have attempted an escape. Roll 2d6 and add your DEX bonus to the roll. If you roll less than 5, you have been caught and punished. Roll twice on the Injury table (CS:R p.41). If you roll 6-10, you have been caught and returned to your life as a slave without incident. If you roll 11+, you have escaped. Continue your character as a free altrant using the tables in the Clement Sector Core Setting Book.
12	Your owner has decided to set you free. Continue your character as a free altrant using the tables in the Clement Sector Core Setting Book.

If a character is still a slave at the end of rolling on this chart, the character should enter directly into the Altrant Slave career listed on p.60.

Tree of Life: Altrants in Clement Sector

Teenage Events: Mixed Community

2d6	Event
2	A group of hunters arrive in your community. Roll DEX 8+. If you succeed, you have escaped them. If you fail, you have captured and sold into slavery. Continue your character as a slave.
3	You have developed a serious disease which damages your body. While the disease does not take your life, the damage to your body is irrevocable. Lose 1d3 from your choice of STR or END.
4	A group of youths from a race of uplifts, another type of altrant, or humans attack you. Roll Melee (Natural Weapons) at Difficult. If you succeed, gain an Ally from among your own people. If you fail, roll twice on the Injury chart (CS:R p.41)
5-7	Life Event. Roll on the Life Event Table (Clement Sector, p.92)
8	Your family relocates to a new world. If your original homeworld is in Clement Sector, your new home is the nearest A-class port to your original homeworld. If there are equidistant ports, it is your choice. If your homeworld is Earth, this means your family has relocated to your choice of any of the established worlds in Clement Sector. You gain the background skills of your new world as listed in the chart (see page 14). If your Primary Language is not spoken here, gain Language-1 with a specialty of the first language listed for your new homeworld.
9	You have discovered your desire to tear things apart and learn how they work. You spend hours tinkering with machines, vehicles or computers. Gain your choice of Electronics (Any) 1 or Mechanic 1.
10	During these years, you have discovered a love for operating a vehicle. It becomes an important part of your life. Gain one level in Drive (Wheel or Track), Flyer (Grav) or Seafarer (Sail or Motorboats).
11	You have joined a band. Gain a level in Arts (Music). Roll 1d6. 1 The experience is a disaster. One of the other members of the band blames you for the bad experience. Gain a Rival. 2-3 The band is horrible but it is a fantastic way to pass the time and have fun with your friends. Gain the other three members of your band as Contacts. 4-5 The band achieves some limited local success. People of your age group from your homeworld will often remember the band from their youth. Gain +2 SOC and the other three members of your band as Allies. 6 The band is a rousing success. The band gets interstellar notice and systems within a six parsec range of your homeworld will likely know of the band. Gain 1d3+1 SOC. In addition, gain a +2 to enter any entertainment based career.
12	You have become a free citizen of your world. Continue your character generation with the system presented in the Clement Sector Core Setting Book.

If, after the final roll on this chart, the altrant is still free, the character should continue on to step 11 in the character creation process listed in **Clement Sector: The Rules** on page 27.

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Altrant Slave Career

Enlistment: Automatically enlisted by result of early life tables. You cannot choose to join this career.

Assignment: Most altrants can choose their assignment. Achilles and Baaz (both types) must be in Military/Security. Sirens must be in Entertainment.

Miner

You are used by a government or corporation to mine asteroids or mine deep caverns on a planet.

Military/Security

You are being used by a government or corporation to attack other groups or defend assets.

Entertainment

You are being used by a government or corporation to entertain others.

Career Progress

Career	Survival	Advancement
Miner	END 8+	INT 8+
Mil/Sec	STR 8+	INT 8+
Entertain	SOC 8+	SOC 8+

Mustering Out Benefits

Roll	Cash	Other Benefits
1	0	None
2	0	None
3	0	Contact
4	0	Ally
5	500	+1 END
6	1000	+1 STR
7	2000	+1 SOC

Skills and Training

Roll	Personal Development	Service Skills
1	+1 STR	Athletics (Any)
2	+1 DEX	Deception (Any)
3	+1 END	Animals (Farming)
4	+1 INT	Survival (Any)
5	+1 EDU	Melee (Unarmed)
6	+1 SOC	Persuade

Roll	Miner	Military/Security	Entertainer
1	Carouse	Stealth	Persuade
2	Survival (Any)	Recon	Athletics (Any)
3	Trade (Miner)	Melee (Unarmed)	Steward
4	Science (Geology)	Gun Combat (Any)	Art (Any)
5	Vacc Suit	Navigation	Art (Any)
6	Drive (Mole)	Explosives	Deception (Any)

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Ranks and Benefits

Miner	Benefit	Mil/Sec	Benefit	Entertain	Benefit
0	Vacc Suit 1	0	Melee (Unarmed) 1	0	Art (Any) 1
1	Stash	1	Stash	1	Stash
2	Trade (Miner) 1	2	Stealth 1	2	Steward 1
3		3		3	
4		4	Recon 1	4	Persuade 1
5	Drive (Mole) 1	5		5	
6	Science (Geology) 1	6	Leadership 1	6	Deception (Any) 1

A **Stash** is where a slave keeps his/her personal belongings. The Stash allows for the slave to keep possessions that are forbidden by the slave's owner.

Tree of Life: Altrants in Clement Sector

Mishaps

2d6	Mishap
2	You have been severely injured. Roll twice on the Injury table (CS:R p.41).
3	An Enemy (either within your own ranks or the owner) has decided to intentionally injure you for sport. Roll once on the Injury table (CS:R p.41).
4	Your owner has joined a human supremacist group and has decided that all altrants, including his/her slaves, must die. Roll Melee 8+. If you succeed, you escape the thugs without serious injury. If you fail, you escape the supremacists with a serious injury. Roll twice on the Injury table (CS:R p.41). In either case, you lose your stash and join the Vagabond career (CS p. 187).
5	You are blamed for an accident which cost your owner. The owner punishes you severely. Lose two Ranks (but retain any benefit gained) and roll on the Injury table (CS:R p.41).
6	You have become addicted to drugs or alcohol. The drug is the player's choice, see Clement Sector Core Setting Book p.268 for additional ideas).
7	You have been injured. Roll once on the Injury table (CS:R, p.41).
8	Your owner feels that you are no longer useful to him/her. You are sent away. Lose your stash and join the Vagabond career (CS p.187).
9	Being worked like this has taken its toll. Lose 2 END.
10	There has been a major accident. During transport of the owner's slaves, the vehicle crashed. Roll once on the Injury table (CS:R p.41). If you have Recon, Stealth, or Navigation, you may choose to attempt to escape. Roll 8+ using the chosen skill as a modifier. If you succeed, you have escaped and may join the Vagabond career (CS p.187). Lose your stash. If you fail, you are recaptured and beaten. Roll again on the Injury table (CS:R p.41) and take a -2DM to your next Advancement roll.
11	Your owner has decided that he/she can replace altrants with robots. You are no longer needed. Roll 1d6. If you roll a 1-3, you have been sold to a new owner. Move your homeworld to the nearest system with a B or C class port. If there is more than one which is equidistant, you may choose. On a roll of 4-6, the owner decides to "end your suffering permanently". You are able to escape but are injured in the process. Roll once on the Injury table (CS:R p.41) and then join the Vagabond career (CS, p.187). In either case, you retain the contents of your stash.
12	An altrant held in slavery doesn't always have a strong voice in the society. When someone accuses you of a crime, it often doesn't get the investigation that it should. You have been accused of just such a crime. Roll 1d6. If you roll a 1, you must spend two terms in prison and must roll twice on the Prison Events table (Clement Sector Core Setting Book p.98). On a 2-5, you will spend one term in prison and must roll on the chart once. On a roll of 6, you are able to escape the prison time but lose -1 SOC.

Please note that, unlike mishaps in other careers, a mishap in the Slave career does not automatically mean that you will need to leave this career. Unless it specifically says that you leave the career, you must remain.

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D66	Events
11	Something terrible has happened to you. Roll on the Mishap table.
12	A war has broken out on the world on which you find yourself. The military is gathering every person they can find for the war effort. If you are in Military/Security, you will be increased in Rank immediately. If you are not in Military/Security, you will be transferred to Military/Security. You do not automatically gain the Service Skills. In any case, make a STR 8+ roll. If you succeed, roll twice on the Service Skills table. If you fail, roll twice on the Injury table in Clement Sector: The Rules (p.41).
13	Your owner has determined that you are worthy of helping him/her with some of the logistics of running the company/agency for which you work. Gain a level in Admin.
14	Sometimes, to survive, you have to be willing to do it for yourself. Gain a level in Deception (Any) or Streetwise.
15	Another member of your group has committed a grave error which will cost your owner a large sum of money and, perhaps, even the lives of other altrants or humans. Someone must be punished for this. How do you react? Do you let the punishment proceed? Do you turn a blind eye to the whole situation? Do you step in and take responsibility? Or do you assist the taskmaster in punishing the offender? If you just let the punishment proceed and take no action, there is no effect. If you turn a blind eye and try to avoid everything, gain two of the other members of your group as Enemies and take a -2DM to your next Advancement roll. If you take responsibility for the actions of your group member, gain a level in Leadership and gain three members of your group as Allies. Gain your owner as an Enemy. If you assist the taskmaster in punishing the offender, gain a +4DM to you next Advancement roll. Gain your entire group as Enemies.
16	You are given the opportunity to become the taskmaster for your group. If you accept the job, then you are automatically promoted one rank, gain your owner as an Ally, lose 2 SOC, and gain the remainder of your group as Enemies. If you decline, you lose one rank (but retain any benefit gained), gain your owner as an Enemy, gain +1 SOC, and gain the remainder of your group as Allies.
21	You have found a discarded law text and read it during the day. Gain Advocate 0.
22	You spend a great deal of time with some folks who speak another language and you have been able to pick up on some of it. Gain Language 1 with a specialty in one of the languages of this world (see table on p.80) which is not your primary language. If there are no additional languages present on this world which you do not already speak, gain a language from a nearby world.
23	Your servitude has not stopped your spirit from wanting to speak out against the oppression which you have suffered. Gain a level in your choice of Advocate (Oratory) or Advocate (Politics).
24	You have been trained on a vehicle. Gain a level in Drive (Any), Flyer (Any), or Seafarer (Any).
25	You have been working on your own equipment to keep it running. Gain Mechanic 1.
26	You have found a discarded handcomp. Add it to your stash.
31-36	Life Event. Roll on the Life Events Table (CS:R p.42)

Tree of Life: Altrants in Clement Sector

41	Your owner has decided to allow you to help out with their farm or ranch. Gain a level in your choice of Animals (Veterinary) or Animals (Farming).
42	You are trained to assist in the operation of a starship. Gain a level in your choice of Astrogation, Gunner (Any), Engineer (Any), or Pilot (Any).
43	You have been trained to operate several pieces of equipment. Gain a level in Electronics (Any).
44	You have been assisting in maintaining the health of your group. Gain a level in Medic (First Aid).
45	You are learning to survive. Gain a level in Survive (Any).
46	You are spending a lot of time in space. Gain Vacc Suit 1 or Zero-G 1.
51	You have located some money. Roll 1d6 and multiply the result by 100 credits. Add this to your stash.
52	You try to keep yourself in good physical condition when you can. Gain a level in Athletics (Any) or gain +1 to STR, DEX, or END.
53	You join a group of your fellow altrants who are wagering food and things from their stash on a game of chance. Gain a level in Gambler. Roll Gambler 8+. If you succeed, add 500 credits to your stash. If you lose, lose any money you currently have in your stash.
54	Fights have been breaking out among your group. You have been fighting so much that you have gained a level in Melee (Unarmed Combat).
55	You are getting very sneaky. Gain a level in Stealth.
56	You have attempted an escape! Roll 1d6. 1 You are caught within moments of your attempt. Gain a -2DM to your next Survival roll. 2-3 You get away but have gotten lost. Make a Survival roll at 8+. If you succeed, you have found your way and escaped. Join the Vagabond career (see Clement Sector p.187). If you fail, you have been recaptured and a gain a -2DM to your next Survival roll. 4-5 Guards find you as you escape. Roll Gun Combat (Any) or Melee (Any) at 8+. If you succeed, you have escaped. Join the Vagabond career (see Clement Sector p.187). If you fail, you have been recaptured and a gain a -2DM to your next Survival roll. 6 You have escaped! Join the Vagabond career (see Clement Sector p.187).
61	You have found a slug pistol. You can choose to be rid of it or keep it in your stash. If you keep the pistol, roll 1d6. 1 The pistol was used in a recent murder and has been discarded. Law enforcement will locate you and the pistol and make you the prime suspect. They will arrest you for the crime and place you in prison for 1d3 terms. At the end of that set of terms, law enforcement will discover the real killer and set you free. 2-3 The pistol is old and unreliable. Suffer a -2 penalty to use the weapon. You have six rounds of ammunition. 4-5 The pistol is in excellent working order but has no ammunition. 6 The pistol is in excellent working condition and you have ten rounds of ammunition to go with it.

Tree of Life: Altrants in Clement Sector

62	You have found a way to use the small amount of downtime that you have earned to pursue the arts. Gain a level in Art (Any).
63	Your owner has decided to train you in the use of a weapon. If you are not in Mil/Sec, then gain Gun Combat 0. If you are in Mil/Sec, gain a level in Gun Combat of a specialty which you do not already have.
64	You have earned this through your hard life. Gain a level in Jack of All Trades.
65	The government on this world has outlawed slavery. You have gained your freedom. Roll a d6. If you get a 1-2, you must enter the Vagabond career (see Clement Sector Core Setting Book, p.187) and take your stash along with you. On a roll of 3-6, you may attempt to enter any career but you lose your stash.
66	Your owner has decided to set you free. He/she agrees to assist you in finding another job. Gain 500 credits, keep your stash, and enter the career of your choice without needing to roll for Enlistment.

Tree of Life: Altrants in Clement Sector

Naming an Altrant

In free societies. Altrants will often take names which match human names from that world. For instance, an altrant on Chriseda (Sequoyah 0204) might take a name such as Jessica Smithson or Robert Anderson while a free altrant on Hub (Hub 0405) might take a name such as Marta Losch or Rutger Hagen.

It is best to consult the **Subsector Sourcebooks** for a better idea of the culture of the altrant's homeworld. If you do not own the **Subsector Sourcebooks**, checking the Primary Languages chart in the **Clement Sector Core Setting Book** on p.80 will often give insight into the sorts of names used on a world.

Altrants on worlds where they do not enjoy the same freedoms as humans will often be assigned a name. This often varies according to the type of altrant.

Achilles will most often receive a prefix which indicates the type of job that they do for that military followed by a number which often indicates their production number. An Achilles in infantry might have the name IN-54734 which would indicate that

he/she was the 54,734th infantry serving Achilles on that world. We recommend rolling a few d10s if the player wishes to determine the number randomly.

Sirens are usually assigned common first names from the society in which they are providing services. A common practice on many worlds is to have the name be close to the name of an actor or famous person that the Siren might resemble. For instance, a male Siren which bears a resemblance to Axel Stecher, the host of the popular holovid game show *Who Put That There?* might be called Axel Stretcher, Axil, or simply The Ax.

Other altrants tend to be given single names from the society which first created their type. Aquans will often have French names, Baaz will have Indic names, etc. These are usually common given names from those cultures but this is not always the case.

Altrant Type	Example Names
Achilles	AR-5567, FP-37347, IN-23463, IN-67764, MR-45354
Aquans	Claire, Emilie, Gaston, Irene, Jean, Lionel, Luc, Lucie, Marie, Yann
Baaz	Aishwarya, Birenta, Chaya, Dinesh, Kapala, Kishan, Nari, Rajit, Simi, Thakur, Varsala
Gaishan	Anxiu, Bin, Feng, Fuyun, Hanzi, Ningfu, Ping, Senhao, Suyin, Ziaohu
Khailt	Adja, Ajurin, Bator, Chook, Ereden, Luvsan, Nyam, Oyun, Suren, Zeveg
Oskars	Aaron, Arlene, Cecil, Della, Faye, Gavin, Judith, Keith, Patrick, Phyllis
Pesoks	Antonin, Bella, Dimitri, Galina, Grigori, Jana, Josef, Lena, Viktor, Yulia
Sirens	Bob, Dick, Dita, Flash, Holmes, Jenna, Marilyn, Randy, Sunset, Traci
Sniffers	Algernon, Archibald, Bernice, Clifton, Daphne, Flora, Godfrey, Matilda, Regis, Wanda

The Council of Altrant Supremacists

"More a nascent movement than a full fledge organization the CAS may be the biggest threat to peace and stability in the sector. Seen by many as nothing more than a series of unconnected uprisings that are little more than bar brawls there are wealthy and powerful people behind it and one day we may find that these "bar brawls" were about testing the waters of their respective communities." -Jonathan Krauthammer - Purser of the Captain's Guild Office, Wilhelmveldt (Hub 0403).

While Altrants in general are most often seen as just another variation of life in the modern times, there are, as there always have been, a few people who are unable or unwilling to accept anything different from them as being "normal." These few exceptions may be doing far more harm to society than they know as they are being used as fuel to ignite a fire of revolution.

Although no one is yet certain who is behind it, there are an increasing number of "altrant uprisings" whose distribution and frequency seems far from random. Unlike naturally occurring revolutions there is no epicenter of discontent and no clear leadership and as a result there has been very little media coverage of the uprisings with almost all of it being local. The only group that seems to have begun to guess at the scope and nature of the threat is the Captain's Guild. The universal nature of the Captain's Guild allows them a much wider field of view than any singular government or alliance and their casual but conscientious collection of intelligence has given more than a few Pursers an inkling of what may be in store.

What is known is that prior to these uprisings small cadres of altrants of the same type or types arrive at a particular location.

Within days, even in areas where there has never been any prejudice against altrants, there begin to be rumors and conspiracy theories of altrants trying to "take over the government" or something similar in tone. As these unfounded accusations take hold, the altrant organizers then begin to commiserate with the local altrants often telling them that they have "seen this in other places" thereby planting a seed in the local altrants that there is a universal brotherhood among them.

These agents provocateur are said to determine who the natural leaders and the most expendable altrants in the local community are and begin to weed out those which they do not believe capable of involving themselves in any upcoming revolution against humans as they believe that all revolutions need both martyrs and strong, uncompromised leadership. These agents provocateur are believed to always be offworld before any unpleasantness starts.

While the uprisings are few and far between, their number and scope are increasing. Recent altrant strikes and riots on worlds such as Sequoyah (Sequoyah 0605), Tlix (Cascadia 0706), and Sigyn (Franklin 0408) demonstrate the possible power of the Council.

The Council itself denies involvement in any of these problems and states that they believe only that altrants are "the next evolutionary step" past humans and that, by definition, this means that they are superior to homo sapiens. The Council also states that they believe that altrants should have equal rights on all worlds until the altrant population can gather together and settle a world away from human interference. The Council rejects any belief that they might be colluding to engage in a mass revolution as "sad and predictable human racism".

Tree of Life: Altrants in Clement Sector

Brothers in Genetics

“Altrants are the next step in human evolution. We must all stand together because we are the future and humans are the past. Humanity no longer matters.” – Thakur, leader of Brothers in Genetics, April 23, 2337 (standard)

In 2337, a Baaz on Karnataka (Franklin 0310) named Thakur gathered a group of altrants together and made an impassioned speech on what he called the value of altrant solidarity and why altrants must always live separately from humans. In his speech, he stated that humanity was incapable of caring for altrants or uplifts in the same way that they cared for themselves. He said that altrants and uplifts were “created to be humanity’s tools and toys” and that to attempt to be equals and live among them was foolhardy.

Thakur’s message was in stark contrast to those altrants and uplifts who had been striving for integration and equality with humanity and those, like The Council of Altrant Supremacists, who would eliminate humans. Thakur asked all uplifts and altrants to abandon humanity, leave the colonized worlds of Clement Sector, and establish a new culture somewhere in Kepler, Leonidas, or Schubert Sectors. While a similar plan to the Eleni Message, Thakur dismissed the Eleni Message (see p.9) as “mythological” and a “fairy tale”.

Thakur’s speech was holorecorded and passed around throughout Clement Sector by altrants and uplifts sympathetic to his cause. Within a few months of the dissemination of his speech, Thakur was

being invited to speak at numerous gatherings by groups of altrants, uplifts, and humans. Thakur began traveling on a tour giving speeches explaining his plan for altrants and uplifts to live in peace but away from humans.

Thakur’s calls for separation but peace with humanity gained him some strange political bedfellows and enemies. Several anti-altrant and anti-uplift groups agreed with his message and advocated for altrants to leave Clement Sector. Groups such as the Council of Altrant Supremacists decried Thakur’s message as “surrendering”. Thakur soon became a controversial figure among humans, altrants, and uplifts.

On June 3, 2341 (standard), that controversy turned into violence. During a speech to a small crowd on Galawdewos (Sequoyah 0605), an altered human with armored skin stepped forward and shot Thakur with a shotgun that he had hidden in a long coat. Thakur died on the scene. The altered human, Gerald Siskani, claimed that he shot Thakur because he was “advocating dissolution” and that he as a human with an alteration was “the true future”.

It is unknown if Brothers in Genetics have attempted to set up their new colony but there are many who believe that members of the group have formed exploration parties and are currently searching for a suitable location in the sectors he mentioned in his speeches.

Perfect Imperfection

“Perfect Imperfection. It may seem like a contradiction in terms but that is how humans were created. It’s how the universe was created. Does Earth orbit Sol in a perfect circular orbit? It does not. That imperfection is how Nature intended things to be.

Altering humans to be able to breathe atmospheres that people had no business breathing, to be perfect killing machines, perfect miners or perfect sex toys is an affront to all humanity. We should accept our limitations!

It is disgusting. The creation of these sub-humans should be ended. They should be eradicated.” – Nathaniel Jackson at the third annual meeting of Perfect Imperfection, Chicago, 2288

Perfect Imperfection is a group, often classified by many governments as a hate group or terrorist group, which was founded on Earth (Earth 0405) in 2285 shortly after many nations outlawed altrant slavery. The group’s leader Nathaniel Jackson, a man whose wife and children had been killed in Chicago by an Oskar called “Henry”. Later investigations into the matter have indicated that Henry might not have actually been the murderer but this is a matter of historical debate.

Perfect Imperfection believes that it was a mistake to begin altering humans in any way. While many members will concede that Seidel’s age treatments were beneficial, most adherents to the group’s philosophy will assert that this was only the first step on a dangerous path. The group believes that uplifts and robots are the correct path for the future, provided they remain under human control, but that changing humanity in any way is abhorrent.

Perfect Imperfection has a large following in Earth Sector, particularly within the United States, Canada, and Nigeria as

well as the colonies of those nations. Many upper level government officials in those nations as well as others have a distinct effect on policy and the relationship between those nations and nations such as The Southern Alliance, Kenya, and Australia which have outlawed altrant slavery. In 2292, Jackson put himself forward as an independent candidate in the 2292 US presidential election and, while garnering 22% of the popular vote with strong support in the northeast, was unable to win a single state. His subsequent attempts in the 2296, 2300, and 2304 elections met with less success.

Perfect Imperfection has less of a following in Clement Sector but members of the group are present in the populace as well as the governments of several worlds. In Clement Sector, Perfect Imperfection calls for human supremacy over uplifts, an end to humans altering themselves, and the eradication of altrants from Clement Sector. Opinions differ within the group as to whether altrants should be banished to the fringes of colonized space or should be killed. Perfect Imperfection believes that if altrants must exist that they should be slaves to humans but it is preferable that altrants and humans which have altered themselves be eliminated.

The group has used terrorist actions and threats to murder, assault, and intimidate altrants, altered humans, altrant slave owners, and humans who have shown support for altrants in any way. Most recently a group of altrants were killed by a woman named Alice Dubner in the city of Trinity on Cascadia (Cascadia 0705) in 2339. Dubner attempted to flee to Fairfax (Cascadia 0105) but was found on Chance (Cascadia 0405) by Cascadian Marshals. The Marshals attempted to capture her but she was killed in an exchange of gunfire in the Chance Downport resulting in condemnation of the Marshals for illegally being in Chance territory.

Tree of Life: Altrants in Clement Sector

The Freedom Flyers

The Freedom Flyers are an organization founded by Louise Evans which specializes in rescuing altrants and uplifts from worlds where they are held in slavery and then transporting them to worlds where they can live free. Evans owns a small fleet of ships that she commands as well as hires independent transport ships to aid in her cause. Evans is regarded as a hero on some worlds while other worlds have placed a price on her head.

The Freedom Flyers began in 2298 when Evans says that she realized that if some unscrupulous transport ship owners could treat altrants and uplifts as cargo to be shipped then some talented smugglers could be used to smuggle those altrants and uplifts to another system where they could live free lives. Evans had worked on an independent freighter as an engineer and knew that many of them supplemented their incomes by performing such acts.

At first, she attempted to stay with those who were more trader than smuggler but, by her account, it soon became apparent that what she needed were professional smugglers and pirates. While it took some time to be able to meet with such criminal

elements, she eventually was able to meet with several pirate bands. She discovered that many of the pirate groups, while hardened criminals, hated slavery and were eager to aid her cause.

Over time, she found that some businesses such as Diamond Enterprises and Foreign Nobility as well as organizations such as the Gypsy Knights were willing to assist her in the smuggling and rescue efforts as well as fund her efforts. Both Diamond and FN provided her with ships and supplies to continue being able to aid altrants and uplifts. The work of The Freedom Flyers has helped untold numbers of altrants and uplifts leave slavery and start new lives.

In addition, Evans has also worked tirelessly to reunite altrants and uplifts with family members that have been separated from them. She will often hire private detectives, bounty hunters, and ex-military members to assist her in these missions.

Listing of Freedom Flyer Vessels

January 1st 2342

Ship	Ship Class	Ship Classification
Freedom	Atlas	Freighter
Liberty	Atlas	Freighter
Opportunity	Atlas	Freighter
Independence	Atlas	Freighter
Autonomy	Rucker	Merchant
Emancipation	Rucker	Merchant
Abolition	Rucker	Merchant

Tree of Life: Altrants in Clement Sector

Peace Subsector (Subsector F of Tranquility Sector)

Hex	Name	UWP	Trade Codes	PBG	Sun(s)
0207	TXF-207	X875000-0		022	F3 V
0301	TXF-301	X200000-0		012	M9 V
0306	TXF-306	X653000-0		022	K4 V
0309	TXF-309	X442000-0		001	M9 V M9 V
0406	TXF-406	XA97000-0		001	M7 V
0407	TXF-407	X889000-0		011	F7 V M9 V
0408	TXF-408	X310000-0		001	M8 V M8 V
0502	TXF-502	X963000-0		011	G3 V
0508	TXF-508	X754000-0		000	K8 V
0603	TXF-603	X410000-0		001	M6 V M8 V
0607	TXF-607	X300000-0		011	M9 V
0701	TXF-701	X520000-0		021	K7 V
0703	Sanctuary	D868324-B		202	G4 V
0705	TXF-705	X420000-0		003	F9 V M8 V
0801	TXF-801	X200000-0		002	G9 V
0806	TXF-806	X886000-0		001	G7 V

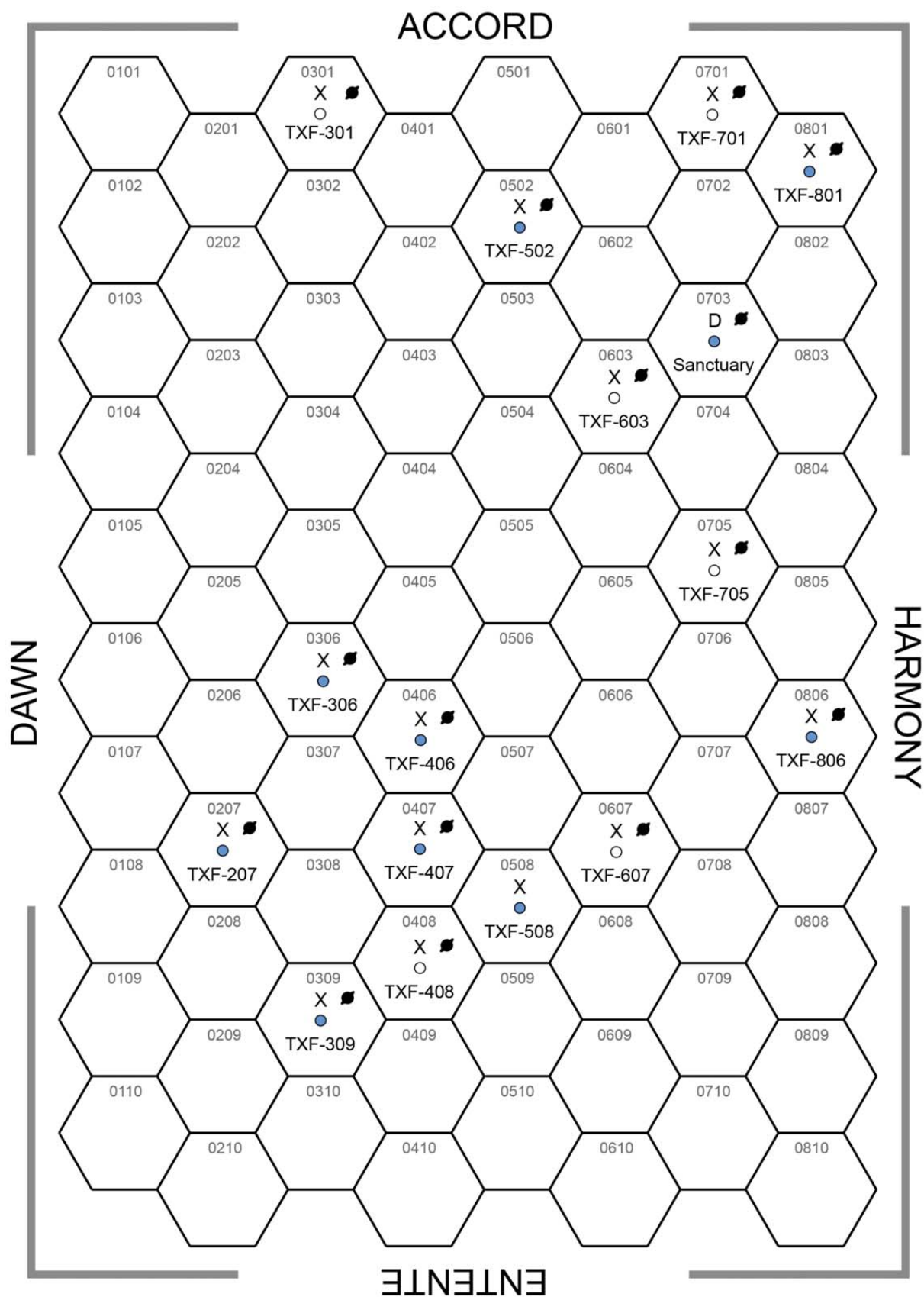
The Peace subsector is subsector F of the Tranquility Sector which is located trailing of Clement Sector. In the forty years since it was first explored by US and Chinese exploration teams, there has been only one settlement.

Sanctuary is an independent world which has been settled by the altrant hero, Eleni, and her followers. Most are not aware of the settlement and it will not appear on most starmaps. Indeed, some believe that Eleni is a myth.

The Cascadia Colonization Authority has explored the subsector on several occasions but generally keep their ships in

what they refer to as “The Cat’s Paw”. “The Cat’s Paw” is the formation of the systems TXF-306, TXF-309, TXF-406, TXF-407, TXF-408, TXF-508, and TXF-607 as it appears on a starmap. The CCA have installed navigation buoys near the Zimm Points of each of the systems in “The Cat’s Paw”. Some have suggested that the CCA may be planning to place a forward operating base on TXF-407 in order to have a staging area for future exploration.

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Sanctuary (Peace 0703) D868324-B

System Details

Sanctuary is located in the second orbit of its star, TXF-703, a G4 V yellow main sequence star. Sanctuary orbits at a distance of 0.84 AU (125.9 million kilometers or 78.3 million miles).

There is one gas giant, TXF-703d, in the system. It orbits TXF-703 at a distance of 7.2 AU (1.1 billion kilometers or 683.5 million miles). None of TXF-703d's moons are inhabited.

There are two other planets in the system as well. TXF-703a is the closest to TXF-703 and orbits at a distance of 0.17 AU (26 million kilometers or 16.2 million miles). TXF-703a has no atmosphere and is uninhabited.

The second planet is TXF-703c which orbits TXF-703 at a distance of 1.60 AU (239.5 million kilometers or 148.8 million miles). It has a diameter of 7476 kilometers (4645 miles). TXF-703c has an atmosphere consisting of 95.24% carbon dioxide, 2.84% nitrogen, 1.12% argon, and 0.8% other trace gases. The atmospheric pressure at surface level is 0.06 standard. The planet has no water and is uninhabited.

Physical Data

Sanctuary has a diameter of 13,280 kilometers (8251 miles). Its molten core gives it a density of 0.96 standard. Sanctuary has a surface gravity of 1.01 standard.

Sanctuary has no moon.

Sanctuary has a rotation period of 22 hours. This is referred to locally as "one day".

Sanctuary has an orbital period of 287.8 standard days or 313.9 local days.

Atmospheric Details

Sanctuary has an atmosphere consisting of 77.3% nitrogen, 20.55% oxygen, 0.84% argon, 0.10% carbon dioxide, and 1.21% other trace gases. The atmospheric pressure at sea level is 1.09 standard.

Equatorial temperatures average 22 C (71.6 F) during the day and 12 C (53.6 F) at night. Polar temperatures can reach a high of -18 C (-0.4 F) during the summer and a low of -81 C (-113.8 F) in the winter.

Hydrographic Details

84% of the surface of Sanctuary is covered in water. The vast majority of this water is in a vast worldwide ocean which, as of yet, remains unnamed. Most of the ocean has gone unexplored by the locals who, so far, remain within their small settlement in the northern hemisphere.

While some of the locals are Aquans, most have remained close to the shoreline near the main settlement. Many of the Aquan residents dream of being able to set up a large Aquan city off the coast but, so far, there is not a substantial Aquan population on the planet.

Tree of Life: Altrants in Clement Sector

Sanctuary

Inner System



0 - 5.0 AU

Outer System



5.1 AU - 77.0 AU

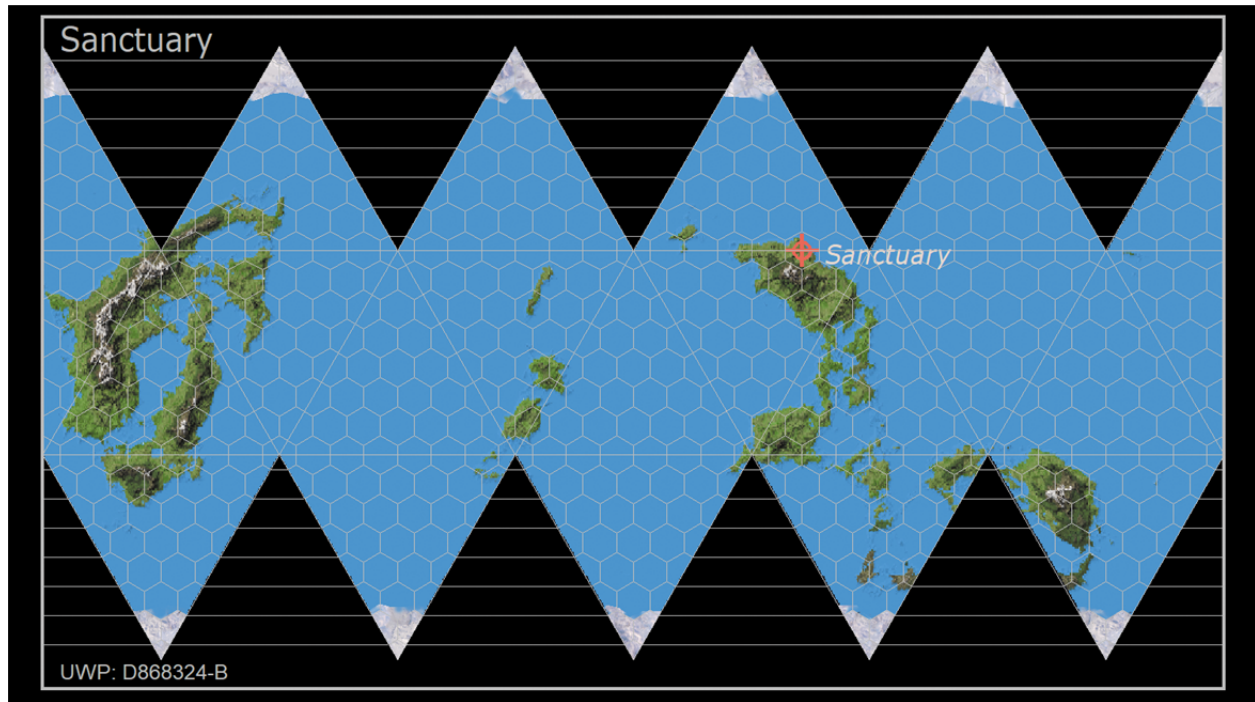
Peace 0703

Remote System



77.1 AU And Beyond

Tree of Life: Altrants in Clement Sector



Geographic Details

There are five large land masses on the planet. Several of these are connected by thin isthmuses or archipelagoes which lead in a trail one to the other. As of the time of this report, only one of these land masses had been explored in any detail.

The third largest land mass on the planet is home to the world's only settlement. Called Sanctuary, as is the planet, the settlement lies on the northeastern coast of the small continent. The planet's only downport, a cleared field, is located just outside the city to the west.

Most of the continent is covered in forest. While there are a variety of trees present in this forest, the most common is a type of evergreen conifer which grows large cones as much as a meter tall and two meters in diameter. One must stay alert in the forest so as to not be injured by a falling cone.

To the south and southeast of the settlement is a range of mountains which have also gone unnamed. These jagged

granite mountains are among the only places on the continent which are not covered in forest. As the mountains rise, the trees become scarce and are replaced by a layer of grasses and finally simply bare rock.

The smallest of the five land masses lies to the south along a long isthmus. The north and south end of the isthmus is covered in tall grasses similar to wheat or foxtails. These grasslands on the isthmus give way to salt marshes along the coasts.

To the east runs a long island which is quite similar to the isthmus in all respects. While the long island is wider and of a higher elevation, it is dominated by the same grasses and the western coastline of the island has similar salt marshes.

Once on the land mass itself, the land becomes hilly and the grasses shorter. There are few trees on this land mass with the grass covered hills being the highest locations in the area.

To the east of this land mass is the largest land mass solely in the southern hemisphere. This land mass is dominated by a massive shield volcano.

Tree of Life: Altrants in Clement Sector

The two largest land masses on the planet are located to the northeast of the shield volcano. Both of these land masses have mountains as their central spine with forested hills going along their lower slopes and peaks of bare granite, some which are covered in snow.

Along the lower slopes of the land masses are forests of trees which are quite dissimilar to those found near the lone settlement. Here are found trees which are tall and with broad leaves and sturdy trunks.

It is expected that, as more altrants answer Eleni's call, there will be greater exploration of the planet. As it currently stands however, the locals have not ventured more than a few kilometers away from their homes.

Population Details

Currently the population of Sanctuary is just over 2000 with 95% of those being altrants with humans making up the remaining population. The entire population lives within the main settlement which is also called Sanctuary.

Eleni's call to altrants to join her brings in additional colonists each year. The settlement continues to grow but it is currently unclear how many will answer her call.

Government Details

While Eleni is Sanctuary's undisputed leader, Eleni does take a non-binding vote of the populace concerning decisions which she feels affects everyone. Beyond that, there is very little in the way of governmental structure. Although Eleni has lived far longer than most Sirens will live, it seems clear that she will die within the next few years. However, it is currently unclear how the settlement will rule itself after her death.

Legal Details

The planet technically has no law enforcement agency. However, the world's populace will react strongly to obvious injustices such as murder, rape, or theft. Those who have attempted such crimes have found the entire populace against them and retribution exacted upon them.

New Skills

Medic (Altering Humans)

This skill allows for a doctor to make body alterations (see p.38) to a baseline human.

For instance, an altrant born with claws on his/her hands would use the skill Melee (Natural Weapons). A baseline human that had claws added later in life would use the Melee (Added Weapon) skill.

Medic (Altrants)

This skill covers the ability to treat altrants for a variety of illnesses and problems specific to altrants.

Science (Altrant Psychology)

This covers the ability to be able to understand and treat psychological conditions unique to altrants. This includes but is not limited to the ability of altrants to cope with humans and other altrants, the conflicting cultural mores and programmed intent, and deal with trauma associated with past ownership.

Melee (Added Weapon)

This skill applies to appendages or other implements which have been added to a baseline human. This does not apply to appendages or other implements which a human, altrant, or uplift are born with on their body.

Tree of Life: Altrants in Clement Sector



Author's Note

Playing an altrant in a Clement Sector game can be a difficult thing to do but I think those who take up the challenge can find it to be fulfilling and rewarding. An altrant or altered human can be an interesting addition to any character party.

Much like uplifts, altrants can be played simply as a different set of stats much as some might play an Aslan in Traveller, an Orc in Shadowrun, or a Dwarf in Dungeons and Dragons. Playing an altrant can be done for humor, done for the addition of different abilities to the character party, or to add a range of unique abilities to a player's character. All of this can be great fun and I hope those that play it that way will enjoy doing so.

In researching this book, I found not only the amazing things that medical science may have in store for us in the coming years but I was also reminded of how humanity has reacted to those they considered to be different. The past is filled with examples of how this kind of thing has played out and I feel that the future will be no different.

However, it is my hope that some will find an opportunity to explore what it can

mean to be a member of a group that has been relegated by a society to some sort of second-class status. Altrants, much like uplifts in **Wondrous Menagerie**, are often the recipients of discrimination and bigotry. For those interested, I believe that a game featuring altrants can not only be fun but might also teach a lesson.

I hope that some will see the chance to teach a valuable lesson on bigotry. One could easily take a game or even a campaign to explore the realities of racial bias and prejudice through the use of uplifts. A lesson could be taught using uplifts to show the evils of racism both in the past and in the present.

In any case, we hope that this book will provide fun and excitement for you and your players for many years to come.

Tree of Life: Altrants in Clement Sector

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